



World Union of Karate-Do Federations

RULES OF KARATE COMPETITION

Revision 6 – July 2013

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World Union of Karate-Do Federations

Rules of Karate Competition

Motto: *“Let’s do the best Karate in the world!”*

PART 1: WUKF COMPETITION RULES [<back to top>](#)

ART.1 COMPETITION STRUCTURE [<back to top>](#)

1.1 The WUKF competition is divided in two main branches: **KATA and KUMITE**

1.2 **The KATA competition** will be organized by **Karate Style** (Shotokan, Goju-Ryu, Shorin-Ryu, Shito-Ryu, Wado-Ryu, Kyokushinkai, Other-Styles-Rengokai). In each style, contestants will be able to compete in both Individual Kata and in Team Kata.

Also, each Kata competition will be divided into various **categories** (children’s, cadets, juniors, seniors, veterans, male, female, weight, age, belts colour, etc.).

1.3 **The KUMITE competition** will be divided into:

- SHOBU IPPON (Individual, Team and Team Rotation)
- SHOBU NIHON (Individual Kata - only for children aged 6 to 14 Years)
- SHOBU SANBON (Individual, Team and Team Rotation)

Also, each Kumite competition will be divided into various categories (children’s, cadets, juniors, seniors, veterans, male, female, weight, age, belts colour, etc.).

ART.2 PARTICIPATION RULES [<back to top>](#)

2.1 For each competition, all Kumite contestants must decide which Kumite system they wish to compete in. Each contestant must choose to compete in either Shobu Ippon Individual and Team matches OR in Shobu Sanbon Individual and Team matches. Contestants will not be allowed to compete in both kumite systems nor mix both Shobu Ippon and Shobu Sanbon categories.

2.2 In all competitions, contestants must participate only in their own categories (age, weight, belt, etc.) with the exceptions of juniors that can participate in seniors categories (see paragraph 2.2.2.). Exceptions will be made only for special situations with the approval of WUKF DC.

2.2.1 **A Cadet** contestant CAN NOT compete in Junior Team Kata, he can compete ONLY in Cadet Team category.

2.2.2. **A Junior** contestant can compete in Senior Kata and Senior Kumite categories at WUKF Seniors events.

2.2.3. **A Veteran** contestant can only participate in Veteran Kumite and Veteran Kata categories.

2.2.4. **A category** will be organized with a minimum of 4 competitors from 2 federations. In the lack of this minimum condition the category will be merged with the most convenient one.

2.3. Each Federation may register a maximum of 2 Teams and a maximum of 6 individual contestants in each category of Kumite and Kata.

ART. 3: COMPETITION STAFF [<back to top>](#)

3.1 **Competition Director:** is appointed by the World Union of Karate-Do Federations Directing Committee (WUKF-DC). He will govern the conduct and the development of the competition but cannot interfere with the judging rules. He shall be assisted by other competition personnel.

- 3.2 **Competition Doctor:** is appointed by the WUKF-DC. He will govern all medical matters during the competition. He will record a contestant's injury on an "INJURY Form". He is authorized to give his opinion as to whether a contestant is fit or unfit to compete or continue with a match in a round and/or the competition.
- 3.3 **The First Aid Crew:** shall be prepared to act along with the Competition Doctor in cases of accident or sickness.
- 3.4 **Security Team:** They must not allow intruders into the competition area. The National Organizer of the tournament shall appoint this team.
- 3.5 No competition will start without the Competition Doctor and First Aid Crew being present.

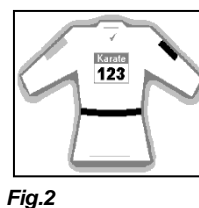
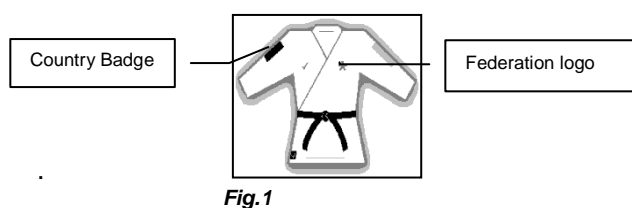
ART. 4: OFFICIAL UNIFORMS [<back to top>](#)

REFEREES

- 4.1 All judges and referees must wear the official uniform designed by the WUKF-DC. This uniform must be worn at all tournaments, courses and examinations.
- 4.2 The Referee Official uniform is composed of:
- A navy-blue blazer bearing two silver buttons.
 - A white WUKF shirt
 - A red WUKF tie.
 - Light grey trousers.
 - Black socks.
 - Black gymnastic shoes.
- 4.3 Referees and Judges are not allowed to wear watches, bracelets, mobile telephones, tie-pin, or other objects that could cause injury.

CONTESTANTS

- 4.4 All contestants must wear a clean, white Karate-Gi.
- 4.5 A national country badge is permitted (maximum 10 square centimetres), a federation logo on the left side of the chest (*Fig.1*) and with only one sponsorship advertising logo panel on the back of the contestants Gi top. It must be at shoulder height, and measure a maximum of 30 x 15 cm (*Fig.2*)



- 4.6 The Karate-Gi jacket, when tightened around the waist with the belt, must be of an overall length that it covers the hips, but does not reach the knees.
- 4.7 The belt must be of an overall length that leaves around 15-30 cm of extra length on both ends after it has been properly tied around the waist, but does not reach the knees.
- 4.8 The sleeves of the jacket must reach half way down the forearm and must not be longer than the bend of the wrist. The sleeves must not be rolled up.
- 4.9 The trousers must be long enough to cover two-thirds of the shin and must not reach the anklebone. The trousers must not be rolled up.

- 4.10 Muslim women may use a white Scarf or Chador.
- 4.11 Only female contestants can wear a plain white t-shirt beneath the Karate-Gi jacket.
- 4.12 In Kata events the contestants must wear a belt of their own Karate grade.
- 4.13 A contestant can compete in one Kata Style **ONLY**.
- 4.14 In Kumite matches and in the Kata flag system, for identification purposes, one of the contestants shall wear a red/white belt around their waist, replacing their belt of grade.
- 4.15 If a contestant is inappropriately dressed for a match, the referee will allow the contestant 1 minute to change his uniform to comply with the WUKF rules. If after this period (1 minute) the contestant has not been able to change his uniform the decision of the referee will be KIKEN (disqualification) for this contestant. The contestant's coach is responsible for ensuring that the contestant is appropriately dressed for the competition.

COACHES

- 4.16 During the competition, all coaches have to wear a national tracksuit (or trousers and national polo shirt) with their National or Federation name and badge on it.
- 4.17 At the Tatami, coaches are not allowed to assist contestants to wear or adjust their Karate-Gi or other clothes during a competition.
- 4.18 The WUKF-Officers or Competition Director may disbar any official or contestant who does not comply with these regulations.

ART. 5: PROTECTION EQUIPMENT, OUTFIT AND PRESENTATION [<back to top>](#)

PROTECTION EQUIPMENT

In WUKF competitions, the following protections can be used:

- 5.1. **Mitts:** white for Shiro, red for Aka, corresponding to their belt for that round.
- 5.1.1 Special mitts can be worn, under the approval of WUKF-DC.
- 5.2 **Gum shields** must be white or clear. Athletes who cannot use a gum shield must present a medical certificate stating why they cannot wear it.
- 5.3 **Groin protectors** must be worn under the Karate-Gi.
- 5.4 **Chest protectors** (for female kumite) must be white.
- 5.5 **Helmet and chest protector** (for children Nihon Kumite) must be white or double face red/white (recommended).
- 5.6 All protective equipment must be approved by the WUKF-DC. The following rules apply to the wearing of devices for protection:
- 5.7 **Compulsory Equipment:**
- Mitts (Sanbon and Ippon kumite – special WUKF design for Ippon Shobu)
 - Gum shields (Sanbon Kumite)
 - Groin protectors (Male Sanbon and Ippon Kumite)
 - Chest protectors (Children and Female Kumite)
 - Helmet (Nihon/Children Kumite)

5.8 **Allowed Equipment:**

- Gum shields (Ippon and Nihon Kumite)
- Groin protector (Nihon Kumite)
- Shin protectors (Sanbon kumite.)
- Soft/water-permeable contact lenses or special eye-glasses or other special equipment recommended by WUKF medical commission, may be worn at the contestant's own risk with prior WUKF-DC approval.

5.9 **Forbidden Equipment:**

- Spectacles (glass or hard plastic) for kumite.
- Shin protectors for Ippon kumite.
- Instep shin protector.

NAILS, METALLIC OBJECTS, HAIR, and BANDAGES

- 5.10 All contestants are required to keep their finger and toe nails short and shall not wear metallic objects that may cause injury to themselves or their opponent.
- 5.11 Each contestant must keep their hair clean, and cut to such a length that it does not obstruct the smooth conduct of the match.
- 5.12 Females can wear discreet hair clips (not metallic) during a Kata Competition.
- 5.13 Contestants are not allowed to wear any bandages or supports, except with the Competition Doctor's permission.
- 5.14 Contestants are not allowed to wear Hachimaki.
- 5.15 If contestants come to the match area in violation of the above rules, the referee will allow 1 minute for them to redress according to the WUKF rules. Otherwise, the decision will be KIKEN for this contestant. The contestant's coach is responsible for ensuring that the contestant does not violate these rules.

ART. 6: MATCH AREA SIZES [<back to top>](#)

- 6.1 Tatami floors are compulsory. They must be bordered as in Fig. 3.
- 6.2 **Kumite:** The size of the Match area, in principle, shall be 8 x 8 meters for Cadets, Juniors, Seniors and Veterans: and a minimum 6 x 6 meters for Children, and a safety space of 1 meter all around it.
- 6.3 **Kata:** The size of the area shall be large enough so that participants are able to perform the Kata without any obstacles.

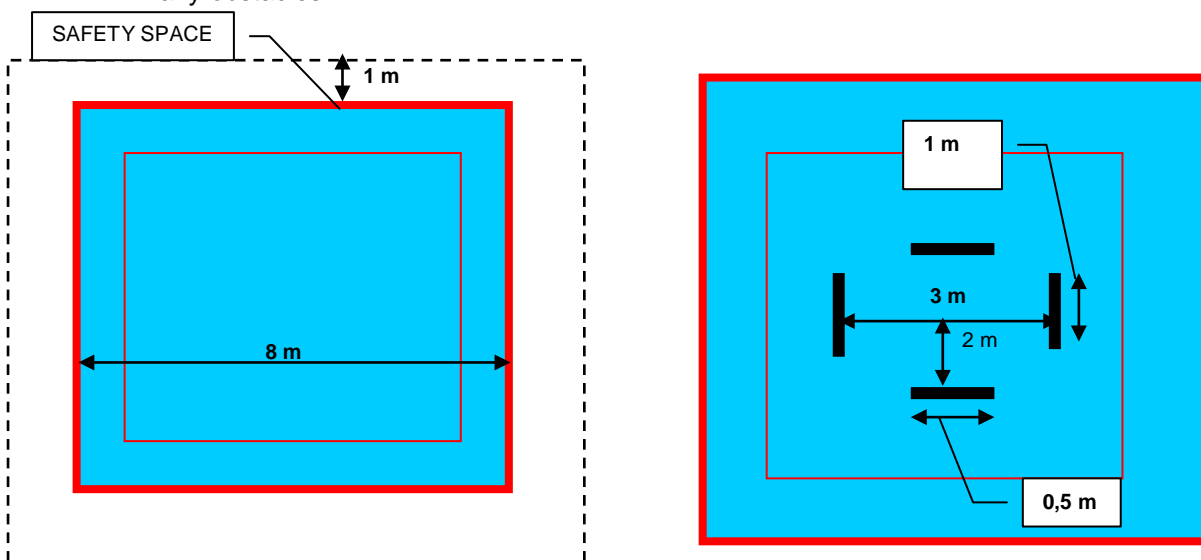


Fig. 3

ART. 7: COMPETITION EQUIPMENT [<back to top>](#)

7.1 The competition equipment will be prepared by the competition host and WUKF organizer.

The type and quantity of the equipment:

7.2 Flags red/white: (at least 5 for Match area).

7.3 Score boards for kata: (at least 5 for each Match area).

7.4 Recording equipment: (score sheets and recording forms, pens, calculators, etc).

7.5 Belts red/white.

7.6 The WUKF computer system is compulsory. The national organizers will ensure that it is transported safely and is used properly.

7.7 Whistles, Bells or Gongs to announce time signals.

ART. 8 PROTESTS AGAINST DECISION AND REVISION OF DECISION [<back to top>](#)

8.1 Contestants cannot personally protest against the Referee and Judge's decision.

8.2 Only the coach of the team involved may protest to the Chief Referee against the decision, when the decision given by the Referee and Judges is thought to have violated the Rules of the match or the Rules of judging. However, the coaches may not interrupt the work of the Jury Table by trying to check the participation lists or other documents, asking for explanations, etc.

PROTEST PROCEDURE:

8.3 The coach announces to the Chief Referee that he intends to make an official protest.

8.4 The Chief Referee will stop the whole round and will inform the Referee Commission about it.

8.5 Before the coach makes an official protest he has to pay a protest fee to the WUKF treasurer. The fee will be returned if the protest is upheld.

8.6 The coach completes the "PROTEST sheet" and gives it to the Chief Referee who will give it to the Referee Commission.

8.7 The Referee Commission shall review the complaint and the evidence that supports it, and may call for an explanation from the Chief Referee, the Referee and/or Judges.

8.8 If they find that the decision patently unreasonable, they may demand that the Refereeing panel revises its decision and corrects the error.

8.9 It is the coach who is responsible in providing the evidence for the protest.

8.10 The WUKF Referee Commission, after approval from the WUKF-DC, will communicate the final decision to the Chief Referee. The Chief Referee will inform the coach of the final decision.

8.11 The Referee Commission may penalize the Referee(s) who caused the protest.

8.12 The Coach can notify the Tatami Chief Referee of any administrative error as soon as it is detected.

8.13 To reduce any charting error, the winner of each match must confirm his name to the Jury Table Judge prior to leaving the area.

8.14 Video proof is accepted ONLY if they are obviously clear and without any doubt about it.

ART. 9 OTHER MATTERS [<back to top>](#)

- 9.1 In the case of a situation not foreseen in these Rules or in a case where there is a doubt about the applicability of these rules to a given situation, the panel of referees shall consult among themselves to find a solution for the specific situation.
- 9.1.1 The decision must be approved by the WUKF Referee Commission and WUKF DC. All officials will be notified of this decision and a public announcement will be made.
- 9.2 All Karate-ka, including contestants, coaches, managers, or anybody connected with the contestant, judges or other officials, must follow the Karate-Do ideals of good character, sincerity, effort, etiquette and self-control.
- 9.3 Any behaviour of coaches, managers or anybody connected to the contestants that is likely to bring Karate into disrepute may result in a penalty or in the disqualification of the contestant and/or the team.

PART 2: JUDGING RULES [<back to top>](#)

ART. 1: GENERAL MATTERS [<back to top>](#)

- 1.1 All the referee activities will be in accordance with the WUKF rules and will be coordinated by the WUKF Referee Commission (WUKF-RC). The WUKF-RC will be composed of an uneven number of members (3, 5, 7, etc) and it shall be led by the Chairman of the WUKF Referee Commission.
- 1.2 Before each tournament, on registration, all referees must decide which Kumite system they wish to referee in - Shobu Ippon or Shobu Sanbon.
- 1.3 All Referees must choose to be Contestants or to be Referees. They cannot compete and referee in the same tournament.
- 1.4 The Referee, Judge(s) and Kansa (arbitrator) must avoid conducting a kumite match if a contestant from their own federation or country is involved. He must inform the Chief Referee about this situation. Depending on the situation, the Chief Referee may replace the official with a neutral one (if possible) or he may decide to use this official.

CHAPTER 1: THE PANEL OF REFEREES [<back to top>](#)

They will ensure that these rules are applied impartially on the Tatami. The panel of referees is composed of: Central Referee (**SUSHIN**), Mirror Judge (**FUKUSHIN**), Arbitrator (**KANSA**) or Corner Judges. The Jury table personnel will be made up of the Jury Table Judge, Score-keeper, Time-keeper, and Caller-Announcer.

ART. 1: APPOINTMENTS [<back to top>](#)

- 1.1 The Chairman of the Referee Commission is appointed by the WUKF Directing Committee (WUKF-DC).
- 1.2 The composition of the Referee Commission will be proposed by the Chairman of the Referee Commission and he will submit it to the WUKF-DC for approval.
- 1.3 The Chief Referee and the panel of referees for each Tatami are appointed by the Chairman of the Referee Commission.
- 1.4 The Central Referee (**SUSHIN**), Mirror Judge (**FUKUSHIN**), Arbitrator (**KANSA**), Corner Judges will be appointed by the Chief Referee from the panel of referees before or at the time of each match.
- 1.5 The Jury Table Personnel are appointed by the host of the competition / WUKF organizer and must be approved by WUKF-DC.

ART. 2: GENERAL DUTIES OF REFEREES AND JUDGES [<back to top>](#)

The Chief Referee, Referee (**SUSHIN**), Mirror Judge (**FUKUSHIN**), Arbitrator (**KANSA**), Corner Judges and Jury Table Judges have the following duties:

- 2.1 To learn and to know the WUKF Rules of Karate Competition.
- 2.2 To be objective, impartial and fair.
- 2.3 To show respect and understanding.
- 2.2 To have a clear scale of evaluation.
- 2.5 They must behave with dignity and demonstrate respect for the contestants and other officials.
- 2.6 Their movements during the Match must be vigorous, agile, refined, quick, confident and precise, maintaining a befitting attitude as WUKF officials.
- 2.7 They must concentrate their full attention on the match, observing each contestant carefully and judging correctly every action of the contestants.
- 2.8 During the match they must not talk with anyone other than the Chief Referee, the other Judges, the contestants and the WUKF Referee Commission.

ART. 3: RESPONSIBILITIES AND DUTIES OF THE CHIEF REFEREE [<back to top>](#)

- 3.1 The Chief Referee organizes, coordinates and supervises the whole activity at the Tatami.
- 3.2 He has the ultimate responsibility of judgment.
- 3.3 He will be responsible for ensuring that matches are conducted according to these Contest Rules and if any unusual incident occurs, he shall base his decision upon these rules.
- 3.4 The Chief Referee can stop the match and can ask the referee panel to revise an administrative error or a decision that is against these Rules.
- 3.5 He advises and leads the referees and judges.
- 3.6 He will appoint the Referee, Mirror Judge and Kansa or Corner Judges prior to each match.
- 3.7 If it becomes necessary to replace one of them during a Match, the Chief Referee shall immediately stop the match and select a substitute without a loss of time.
- 3.8 The Chief Referee is subordinate to the WUKF Referee Commission.
- 3.9 He cannot interfere with the Refereeing score evaluation but can interfere when the Rules are not applied properly.
- 3.10 Prepares a daily written report about referees and special incidents (if any) at his Tatami.

ART. 4: RESPONSIBILITIES AND DUTIES OF THE REFEREE (SUSHIN) [<back to top>](#) **The Referee shall have the power:**

- 4.1 To conduct Matches, including start and stop.
- 4.2 To announce the decision of the panel of Judges.
- 4.3 To explain, when necessary, the grounds on which such decisions are made.
- 4.4 To announce fouls and to issue warnings (prior to, during, and after a match).
- 4.5 To take other disciplinary action (e.g. dismiss/suspend a contestant from a match).

- 4.6 To obtain advice and information from the Mirror Judge, Arbitrator and/or Corner Judges.
- 4.7 To decide victory by majority based on the table of judgment (**see page 14**).
- 4.8 To extend the duration of the Match.
- 4.9 To consult the Chief Referee whenever he has difficulties taking decisions.

ART. 5: RESPONSIBILITIES AND DUTIES OF THE MIRROR JUDGE (*FUKUSHIN*), CORNER JUDGE AND ARBITRATOR (*KANSA*) [<back to top>](#)

- 5.1 To assist, help and inform the Referee.
- 5.2 To exercise their right to vote on a decision during a match.
- 5.3 To evaluate the performance of the contestants.
- 5.4 The Judges shall carefully observe the actions of the contestants within their range of vision. In the following cases, they shall at once signal the Referee by means of a flag, whistle, and/or hand correctly giving their opinion:
 - 5.4.1 When they notice an injury or illness of a contestant before the Referee notices it.
 - 5.4.2 When they perceive an action which they consider should be awarded as Ippon or Waza-ari.
 - 5.4.3 When a contestant appears about to commit, or has committed, a prohibited act and/or technique.
 - 5.4.4 When both or either of the contestants have moved out of the competition area.
 - 5.4.5 In all cases when it is necessary to call the attention of the referee.
- 5.5 Each Judge shall continuously evaluate the relative excellence of sportsmanship of the contestants and signal their opinion independently, in the prescribed manner.

The Arbitrator (*KANSA*):

- 5.6 He is responsible for the official result of the match.
- 5.7 He shall keep an explicit scoreboard, registering correctly the points and penalties. The scoreboard will be attached to the round list.
- 5.8 He will concentrate on the match and will give his opinion only when the Referee requests it.
- 5.9 He controls and verifies the Jury Table display notes (Scores and Penalties).
- 5.10 He announces Atoshi Baraku by whistle or words if the Referee doesn't hear the signal from jury table.
- 5.11 He verifies the presence of the contestants according to the Round List, before the round begins.
- 5.12 He informs the Chief Referee of any discipline problems.

ART. 6: RESPONSIBILITIES AND DUTIES OF THE JURY TABLE [<back to top>](#)
(JURY TABLE JUDGE, SCORE-KEEPER, TIME-KEEPER, AND THE CALLER-ANNOUNCER)

- 6.1 The Jury table Judge must be a qualified person, with good ability and who knows the WUKF Rules of Karate Competition.

- 6.2 The Jury table announces the name of each contestant for each match and ensures that the correct contestant is on the Tatami.
- 6.3 During each match, the Jury Table records and registers the points scored by each contestant, the warnings and penalties given to each contestant, and they keep an accurate record of the match time, etc.
- 6.4 They must attach the "Injury sheet" to the Round List, and to review it during each round.

Chapter 2: TERMINOLOGY & GESTURES

ART. 1: The meaning of the terms used and the Gestures (commands, penalties, announcements) used during a kumite match are the following:

1. **SHOBU** (*Sanbon / Nihon / Ippon*) **HAJIME**: Start the match. The Referee stands on the official line.
2. **SHOBU HAJIME**: Start the extended match. The Referee stands on the official line.
3. **ATOSHI BARAKU**: A little more time left. An audible signal will be given by the timekeeper 30 seconds before the actual end of the match.
4. **YAME**: Temporary halt of match. The Referee chops downwards with one hand. The timekeeper stops the clock.
5. **TSUZUKETE**: Fight on. Resumption of fighting, ordered after an unauthorized interruption has occurred.
6. **TSUZUKETE HAJIME**: Restarting the match. The Referee stands on the official line, steps back into Zenkutsu-Dachi and bring the palms of the hands towards each other.
7. **SOREMADE**: End of the match. The Referee faces the palm of one hand between the contestants, with the arm outstretched.
8. **MOTONOICHI**: Original position. The Contestants, Referee and Judges return to their respective standing lines.
9. **SHUGO**: Judges called. The Referee beckons with one arm to the Judges.
10. **HANTEI**: Judgment. The Referee calls for judgment by blowing his whistle, and the Judges render their decision by hand or flag signal.
11. **IPPON**: One point. The Referee extends their arm higher than their shoulders, towards the relevant contestant.
12. **WAZA-ARI**: Half point. The Referee extends their arm slightly downwards to the side towards the relevant contestant.
13. **AWASETE IPPON**: Two Waza-ari recognized as one Ippon.
14. **AIUCHI**: Simultaneous scoring. No point awarded. The Referee brings his fists together in front of the chest.
15. **HIKIWAKE**: A draw. The Referee extends both arms to the side and slightly downwards with palms facing up.
16. **AKA (SHIRO) NO KACHI**: Victory of red (white). The Referee obliquely raises an arm on the side of the winner.
17. **ENCHO-SEN**: Extension. The Referee restarts the match with the command "Shobu Hajime".

18. **TORIMASEN**: Not acceptable as scoring. The signal is like that for Hikiwake, but the technique culminates with the palms facing downwards.
19. **ATENAI**: Private warning. The Referee raises one hand in a fist covered by the other hand, at chest level, and displays it to the offender.
20. **CHUI**: Official warning. The Referee points with the index finger to the chest of the offender at an angle of 45 degrees.
21. **HANSOKU**: Foul/Disqualification. The Referee points with the index finger to the face of the offender and announces a victory for the opponent.
22. **JOGAI**: Exit from fighting area. The Referee points the index finger at a 45 degree angle to the area boundary on the side of the offender.
23. **UKE IMASU**: Technique blocked. An open hand touching the elbow of the opposite arm.
24. **NUKETE IMASU**: Technique missed. A closed hand crossing in front of the body.
25. **YOWAI**: Technique too weak. An open hand descending downwards.
26. **HAYAI**: Quickest/first to score. An open hand touching the palm of the other hand, with the fingers.
27. **MAAI**: Bad distance. Both the hands are raised open and parallel to the floor, and facing each other.
28. **MUBOBI**: Warning for lack of regard for one's own safety. The Referee points one index finger in the air at a 60 degree angle on the side of the offender.
29. **KIKEN**: *Renunciation*. The Referee points with the index finger towards the feet of contestant.
30. **SHIKAKKU**: *Disqualification*. The Referee points first with the index finger to the offender's face, then obliquely above and to the rear, outside the area.

ART. 2: The Central Referee's gestures must be clear and large (Fig.4) [<back to top>](#)

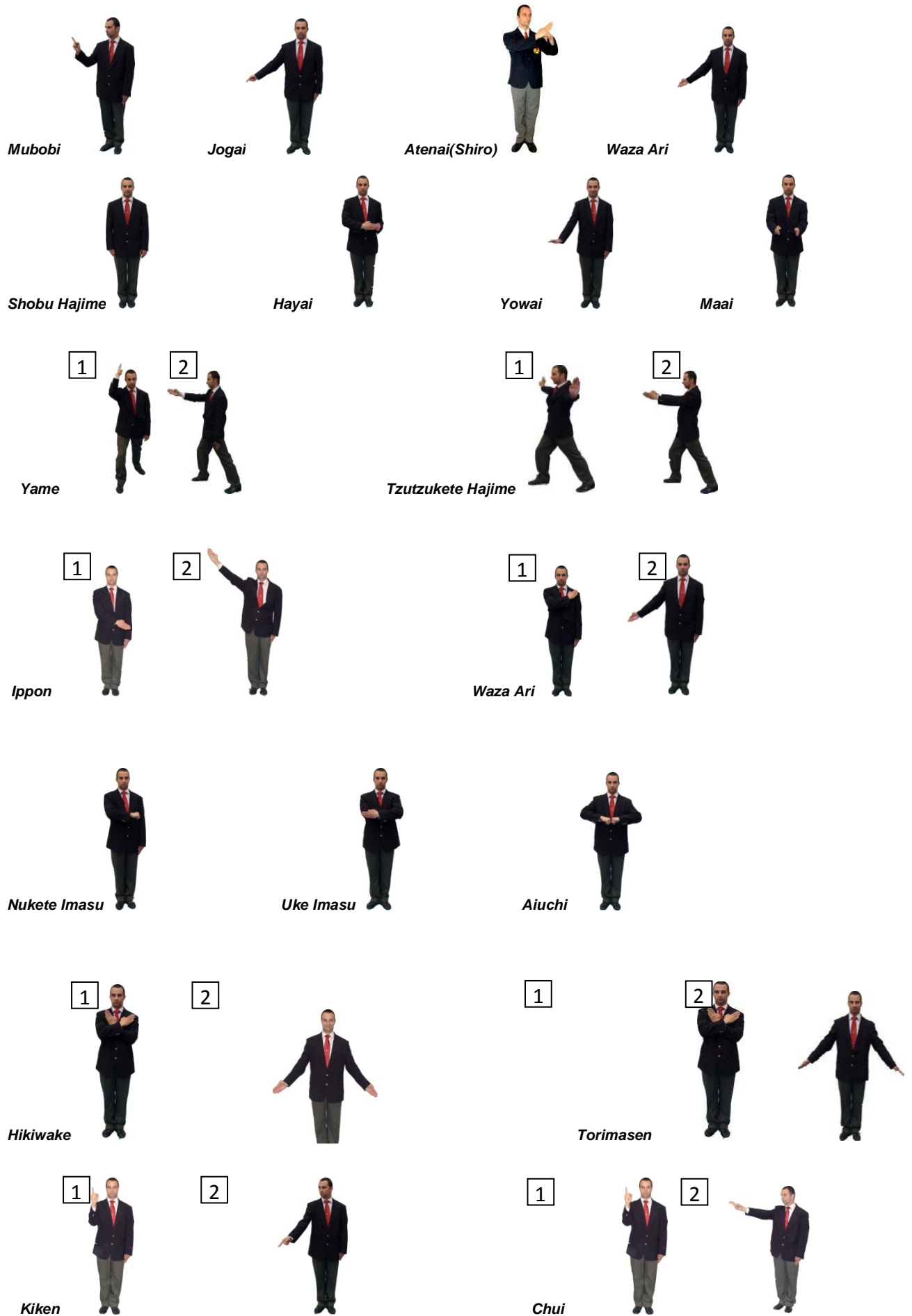




Fig.4

ART. 3: The Mirror Judge's gestures must be short, quick, discreet and courteous (Fig.5) [<back to top>](#)

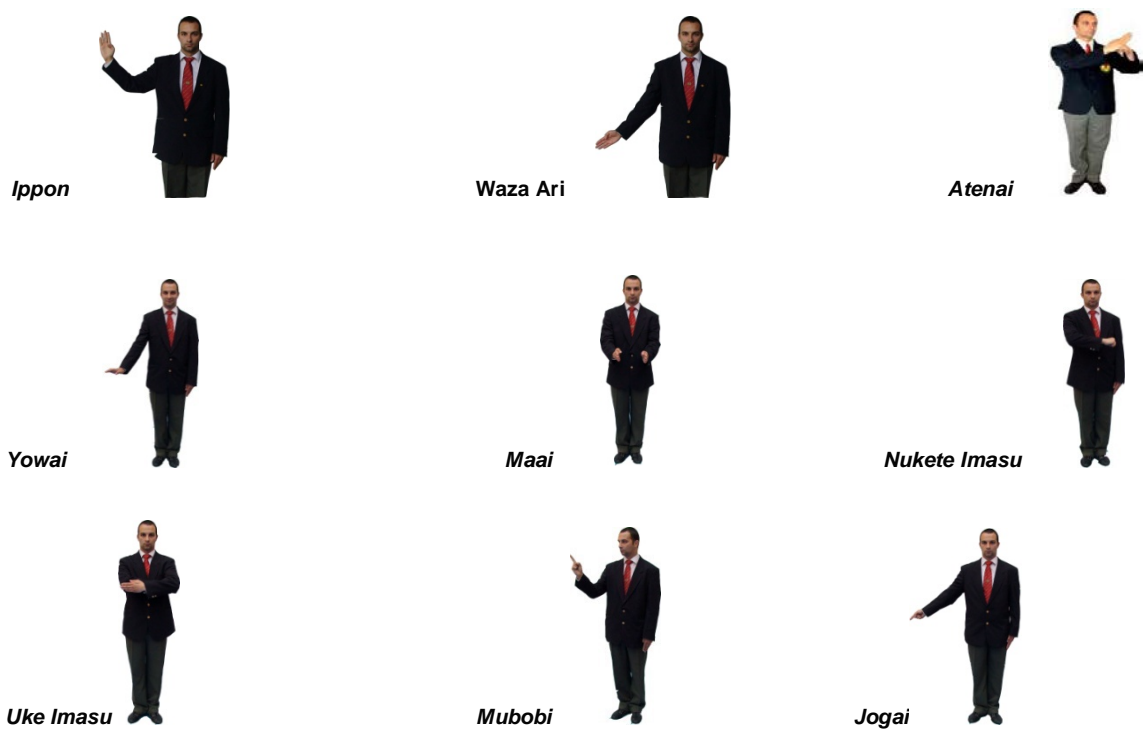


Fig.5

ART. 4: SIGNALS [<back to top>](#)

The signals can be made by either flags and/or whistle

4.1 The corner Judge's flag signals for KUMITE IPPON (Fig.6):

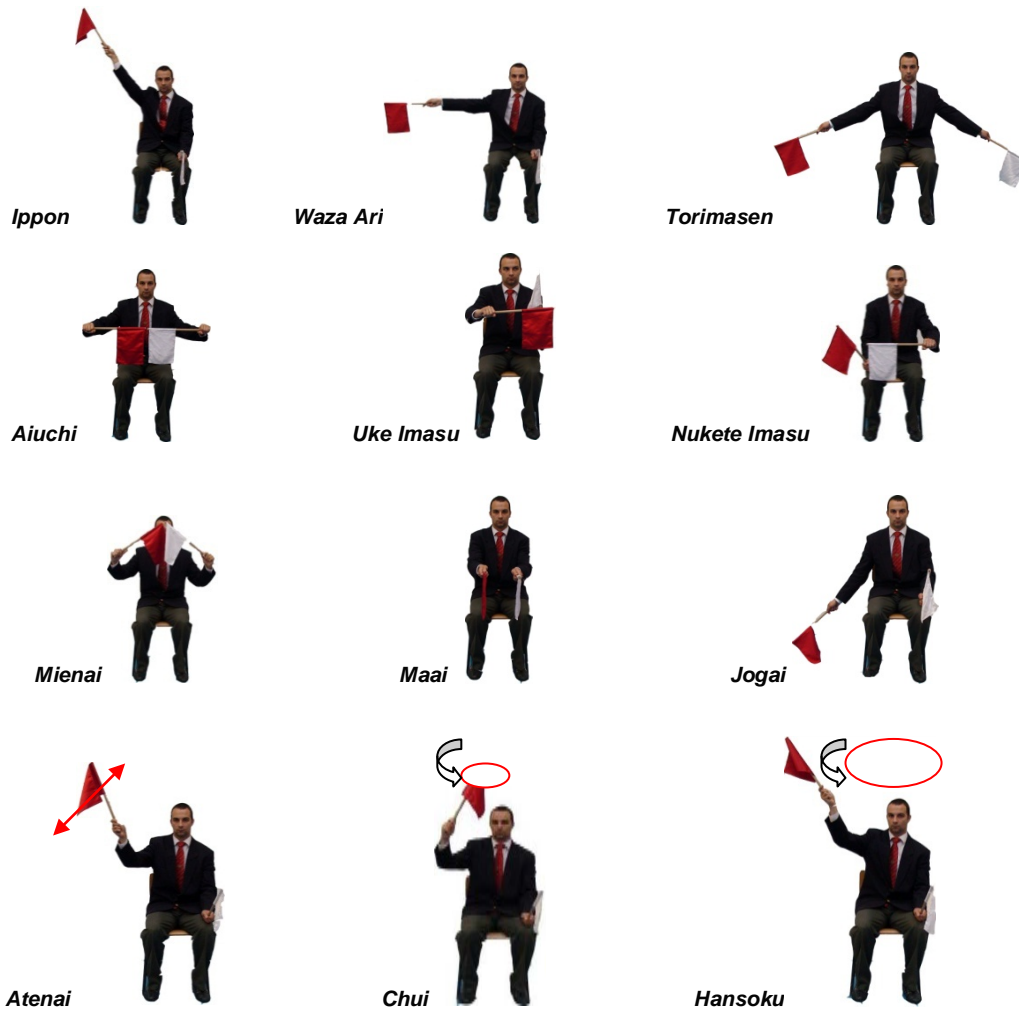


Fig.6

4.2 The Referee and Judges signals for KATA matches (Fig 7)

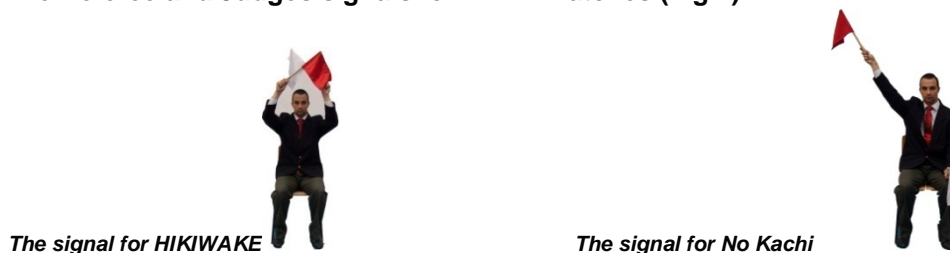


Fig.7

4.3 The Whistle signals used by the Referees shall have the following meanings:

- a) Long/normal + short/strong = Hantei.
- b) Short/strong = the command to lower the flags or the Score Boards.

Chapter 3: DECISIONS [<back to top>](#)

- 3.1 In the case of a difference of opinion between the Referee and the Judges on a given matter, the Judge can, with the concurrence of other Judges, oppose the judgment of the Referee. The ultimate decision will be made by the majority.
- 3.2 In all cases, during a round, when a wrong contestant takes the place of another one (because of too much noise, wrong announcement, inattentive contestants, etc), the result of that match will be annulled. The round will restart at the point the mistake occurred and will involve only those contestants affected by the mistake. But, if the round is finished, the results cannot be changed.
- 3.3 When the Referee makes a decision on the basis of the signals given by the Judges, the decision shall be governed by the Table of Judgment given in Fig. 8

3.4 **Table for judgment**

O O X MienaiSHIRO/AKA NO KACHI or HIKIWAKE

In the case of two judges giving a point to Shiro (Aka), one judge giving no point and another showing Mienai, the referee must consult the two judges giving a point. After that he has to ask the judges again for decision. Then the referee gives the final decision.

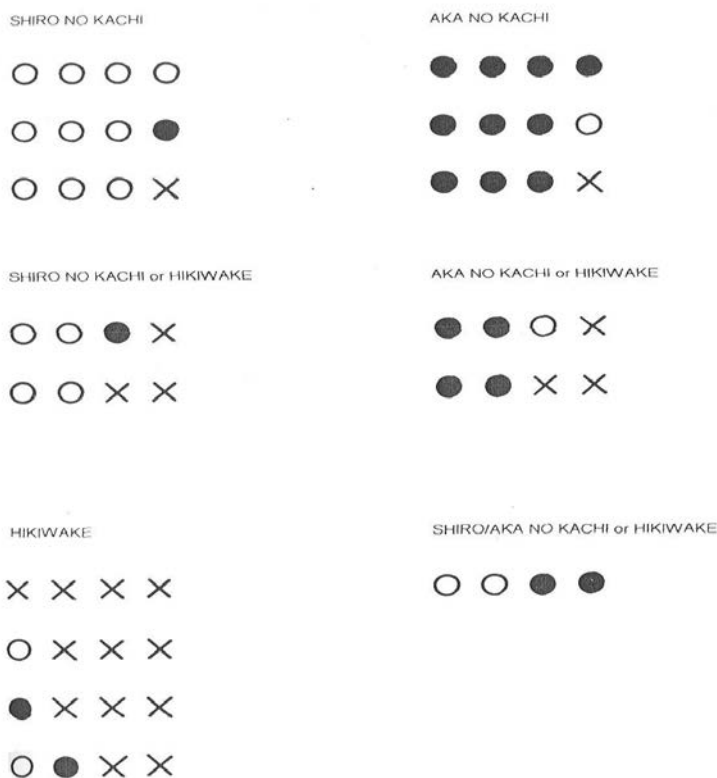


Fig.8

- 3.5 If the Referee and the Mirror Judge are not in agreement about a score or penalty, the Referee must ask the Kansa for his opinion. The final decision will made by the majority.
- 3.6 Matters relating to judgment not prescribed in these rules shall be discussed between the Referee and Judges and the decision reached shall be referred to the Chief Referee and to the WUKF-Referee Commission for approval. All officials will be notified of these decisions and a public announcement will be made.

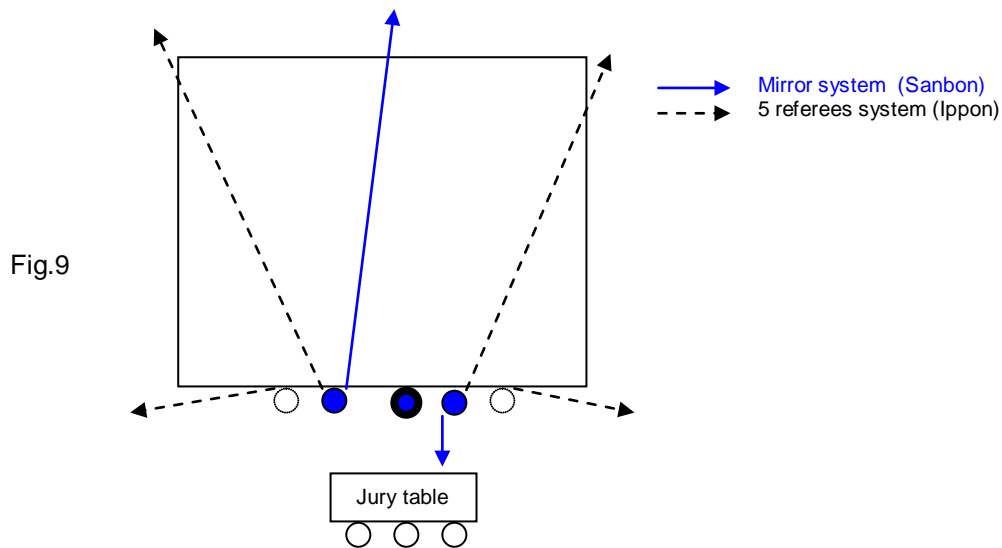
GENERAL MATTERS

ART. 1: STARTING – SUSPENDING – ENDING THE KUMITE MATCH [<back to top>](#)

1.1 The contestants must line up at the beginning of the round. If one of them is absent he will be called twice on the microphone. If he doesn't come, he will be declared KIKEN.

1.2 **STARTING :**

At the start of a Kumite Match the Panel of Referees will stand on the outside edge of the Match area. After the formal exchange of bows between contestants, officials/public and the Referee Panel (Shomen ni Rei – Otagai ni Rei), the Referee takes a step backward, all Judges turn inwards and all bow together. After the bows, the Referee invites the Judge and Kansa in the Shobu Sanbon "Mirror system", or the "4 Corner Judges" in the Shobu Ippon "Flag System" to take their places (outside the match area), as shown below:



At the command of "Nakae or Motonoichi", the panel of referees and the contestants enter in match area. The match shall start with the announcement by the Referee of "Shobu Sanbon / Nihon / Ippon Hajime".

1.3 **SUSPENDING THE KUMITE MATCH**

By announcing "Yame" the Referee shall halt the Match temporarily and order the contestants back to their positions.

When resuming the Match, the Referee announces "Tzukete Hajime".

1.3.1 **ATOSHI BARAKU**

The Time Keeper shall give one signal by a gong, buzzer, or whistle indicating Atoshi Baraku, 30 seconds to go

1.4 **ENDING THE KUMITE MATCH**

When it is time-up, the Time Keeper shall give two signals by a gong, buzzer, or whistle. After halting the match (Yame), the Referee shall end the match by announcing "Soremade". He then checks the scores and penalties with the Kansa or the Table Jury Judge and then announces the decision. After the formal exchange of bows between contestants, the Referee Panel, officials/public (Otagai ni Rei - Shomen ni Rei), the match is deemed over.

Art.2 CRITERIA FOR DECIDING IPPON AND WAZA-ARI [<back to top>](#)

2.1 An **Ippon** is awarded when an exact and powerful technique, which is recognized as decisive, is delivered to the recognized scoring areas under the following conditions:

- good form (technique, synchronization, position and balance).
- strong vigour (kime),
- good attitude,
- zanshin,
- proper timing,
- correct distancing

2.2 Effective techniques delivered under the following conditions shall be considered as **an Ippon**:

2.2.1 When an attack is delivered with perfect timing and the opponent started to move towards the attacker.

2.2.2 When an attack is delivered immediately as the opponent was unbalanced by the attacker.

2.2.3 When a combination of successive and effective attacks are used.

2.2.4 For the combined use of tsuki and keri techniques.

2.2.5 For combined use of Tsuki, keri and nage techniques.

2.2.6 When the opponent has lost their fighting spirit and turned their back to the attacker.

2.2.7 Effective attacks delivered on the undefended parts of the opponent.

2.2.8 For valid Jodan Geri techniques.

2.3 **A Waza-ari** is awarded for a technique almost comparable to that needed to score Ippon. The refereeing panel must look for Ippon in the first instance and only award a Waza-ari in the second instance.

2.4 **The score announcements:**

The Referee announces the score in the following manner: Who scored, on which Level, with what Technique, and the Score attributed (E.g.: Aka/ Shiro ... Jodan/Chudan ...Tsuki / Geri / Uchi ...Waza-ari / Ippon).

ART. 3: VICTORY or DEFEAT [<back to top>](#)

Shall be awarded on the basis of:

1. Victory by Ippon / Sanbon score.
2. Victory by decision (Hantei).
3. Defeat due to a foul, disqualification (Hansoku).
4. Defeat due to a retirement (Kiken).

3.1. **VICTORY by IPPON or by SANBON SCORE**

The contestant, who scores first with one Ippon (or two Waza-ari) for Shobu Ippon or 3 Ippon (or 6 Waza-ari, or a score combination of Ippon and Waza-ari) for Shobu Sanbon, will be declared the winner.

3.2 **VICTORY by DECISION (Hantei)**

3.2.1 In the absence of Ippon / Sanbon score, or defeat due to disqualification (Hansoku) or retirement (Kiken), during the prescribed time of a Match, a decision (Hantei) is taken on the basis of the following considerations:

- 3.2.2 In the case of a contestant scoring at least **one Waza-ari more than his opponent**, he will be automatically declared the winner (Kachi).
- 3.2.3 In the case of a contestant scoring at least **one Waza-ari and one Chui more than his opponent**, Hantei must be called for. The decision may result only in **Kachi** for the contestant with one Waza-ari more **or Hikiwake**.
- 3.2.4 When the Referee calls "Hantei", each of the Judges shall give their opinion in the prescribed manner. In the case of a difference of opinion between the Referee and the Judges on a given matter, the Judge can, with the concurrence of other Judges, oppose the judgment of the Referee. The final decision will be made by the majority.
- 3.2.5 **HANTEI procedure:**
In the decision for Hantei, the Central Referee is placed within the limit of the competition area. He will call "Hantei" and simultaneously with all the other judges and on the whistle signal, he raises his arm towards the contestant of his preference: AKA / SHIRO or he will cross his arms in front of his head for a draw. After confirming the result of the voting, he goes inside the competition area and announces the decision.
- 3.2.6 **CRITERIA FOR HANTEI**
- Whether there have been Waza-ari or Ippon.
 - Whether there have been warnings.
 - The number of escapes outside the Match area.
 - The comparative excellence in the fighting attitude.
 - The ability and skill.
 - The degree of the vigour and fighting spirit.
 - The number of attacking moves.
 - The comparative excellence in the strategy used.
 - Fair play.
- 3.3 **DEFEAT DUE TO A FOUL - DISQUALIFICATION (Hansoku)**
- When a contestant commits an act falling under any of the following cases, the Referee shall announce the defeat of the offending contestant:
- 3.3.1 In the case of a contestant, after having been warned once, repeats similar acts or acts infringing upon the rules, the Referee may announce their defeat on account of penalties already incurred.
- 3.3.2 Failing to obey the orders of the Referee.
- 3.3.3 If a contestant becomes over-excited, to such an extent that they are considered by the Referee to be a danger to themselves or their opponent.
- 3.3.4 If the act or the acts of a contestant are considered as malicious, wilfully violating the rules prohibiting them.
- 3.3.5 Other acts which are deemed in violation the Rules of the Match. Any unruly behaviour from people connected with the contestant, such as the Coach, Manager, supporters, etc. may result in the disqualification of the contestant and/or the team.
- 3.3.6 Hansoku may be imposed directly, without following the penalty scale, if the action brings a handicap to the other contestant and the chances for winning are very badly diminished, for example: an injured face, broken nose, broken hand / finger / knee, etc.
- 3.3.7 Any contestant (or team) who receives SHIKAKKU in the final will not receive a medal.

3.4 DEFEAT DUE TO RETIREMENT (Kiken)

3.4.1 A contestant who is unable to continue competing or participating, for reasons other than injury or who requests for permission to quit the match for such reasons, shall be declared the loser by KIKEN.

Art. 4 SCORING AREAS AND SCORING TECHNIQUES [<back to top>](#)

4.1 The scoring areas shall be limited to the following: Head, Abdomen, Face, Neck, Chest, Side, and Back (excluding the shoulders).

4.2 An effective technique delivered simultaneously as the Time-up bell signals the end, shall be counted into the score.

4.3 An attack, even if effective, delivered after the Time-up bell signals the end shall not be recognized as such, nor shall it constitute a basis for decision.

4.4 Techniques delivered outside the prescribed match area shall be invalid.

4.5 However, if a contestant delivering such a technique was within the boundary of the match area when he delivered the technique, it shall be considered as valid. The point at which "Yame" is called is helpful in determining if Jogai has occurred.

4.6 Scoring techniques of the same value simultaneously delivered by both contestants shall not score (Aiuchi).

Art. 5: FORBIDDEN ACTIONS/TECHNIQUES–WARNINGS AND PENALTIES [<back to top>](#)

Forbidden acts, actions and techniques are dealt with under the following 4 categories:

1. ATENAI
2. MUBOBI
3. JOGAI
4. SHIKAKKU

5.1 ATENAI

The following attacks and techniques are prohibited and will be penalized:

5.1.1 Uncontrolled attacks (which exceed past or over the target).

5.1.2 Techniques which make excessive contact, having regard to the scoring area attacked.

5.1.3 Attacks to the upper and lower limbs, hip joint, knee joints, the insteps and the shins

5.1.4 Attacks to the groin.

5.1.5 Open hand techniques to the face, throat, and neck, Hiza Geri, Empi or Atama Uchi.

5.1.6 Jumping techniques (like Tobi Yokogeri or Uraken Uchi).

5.1.7 Grabbing (unless immediately followed up by a technique).

5.1.8 Time-wasting. This includes refusing to fight, running away from the opponent, and repeated match interruption by clinching or unnecessary bodily contact against the opponent).

5.1.9 Dangerous leg sweeping techniques (Ashi Barai without follow-up by a technique, foot sweeps that land to high on the leg and that could cause knee injury).

5.1.10 Dangerous throws (without any assurance of the opponent landing safely).

5.1.11 Exaggerated actions (unsporting behaviour, etc) and reactions (i.e. faking injury, obscene or offensive gestures, verbal abuse, provocation or needless utterances, simulations, over-reacting to light contact, or falling unnecessarily).

5.1.12 Any behaviour likely to bring Karate into disrepute (this includes Coaches, Managers and anybody connected with the contestant).

- 5.1.13 Any disrespectful and unnecessary actions are strictly forbidden (throwing their gloves onto the floor, refusing to participate in the final bow of the match, etc).
- 5.1.14 When a contestant avoids combat.
- 5.1.15 **The announcement:** The Referee will announce “Aka/Shiro - ATENAI”...and the penalty.



Fig.10

5.1.16 The gesture for Contact (Atenai):

- 5.1.17 The possible penalties are:**
- a) Private warning: Atenai
 - b) Official warning: Atenai Chui.
 - c) Disqualification: Atenai Hansoku.

5.2. MUBOBI

5.2.1 Mubobi means “Lack of regard for the contestant's own safety or integrity”

The following situation will be punished with Mubobi:

5.2.2 Attacks with an unguarded head in front.

5.2.3 Attacks without following the target with the eyes.

5.2.4 Turning away after an attack (as a tactical or theatrical move) to draw the Referee’s attention to the technique. The contestant is defenceless and their back may be exposed.

5.2.5 **The announcement:** The Referee will announce “Aka/Shiro, MUBOBI”... and the penalty.



5.2.6 The gesture for Mubobi is: **Fig.11**

- 5.2.7 The possible penalties are:
- a) Private warning: Mubobi
 - b) Official warning: Mubobi Chui
 - c) Disqualification: Mubobi Hansoku.

5.3 JOGAI

5.3.1 Jogai means “Touching the floor outside the match area with any part of the body”.

5.3.2 It isn’t Jogai if the contestant is pushed outside the match area by the opponent. It is Jogai if the contestant goes out deliberately or to avoid an opponent’s technique.

5.3.3 If Aka delivers a technique and then exits immediately afterwards.

5.3.4 If there is a successful technique, Yame should occur at the instant of score. The exit therefore occurs outside of match time and must not be penalized.

5.3.5 If Aka's attempt to score is unsuccessful, Yame will not be called and the Jogai will be recorded.

- 5.3.6 If Shiro exits the Tatami just after Aka scores with a successful attack, then Yame will occur immediately on the score and Shiro's Jogai will not be recorded.
- 5.3.7 If Shiro exits the Tatami, or has exited as Aka's score is made (with Aka remaining within the Tatami) then both Aka's score will be awarded and Shiro's Jogai penalty will be imposed.
- 5.3.8 The point at which "Yame" is called is helpful in determining if Jogai has occurred.
- 5.3.9 **In SHOBU SANBON MATCHES**, the contestant who leaves the competition area after the ATOSHI BARAKU will incur a minimum penalty of JOGAI CHUI.
- If the contestant already has one or two exits from the match area, he will still be punished with CHUI. If the contestant has a penalty of Jogai Chui before Atoshi Baraku, he will be punished with JOGAI HANSOKU.
- 5.3.10 **The announcement:** The Referee will announce "Aka/Shiro - JOGAI" ... and the penalty.



5.3.11 The gesture for Jogai: Fig.12

5.3.12 Any escape from the match area (Jogai) will be penalized in the following manner:

For Sanbon Kumite:

- | | |
|---------------------------------------|---------------|
| a) First escape - a Warning: | Jogai |
| b) Second escape - a Private warning: | Jogai |
| c) Third escape - Official warning: | Jogai Chui |
| d) Fourth escape - Disqualification: | Jogai Hansoku |

For Ippon Kumite:

- | | |
|---------------------------------------|---------------|
| a) First escape - a Warning: | Jogai |
| b) Second escape - a Private warning: | Jogai Chui |
| c) Third escape - Official warning: | Jogai Hansoku |

5.3.13 There will be no accumulation of punishment between Atenai, Jogai or Mubobi.

5.3.14 Penalties must be accompanied by an increase in the severity of the penalty imposed.

5.4 SHIKAKKU (This is the highest penalty in WUKF)

It is a disqualification from the entire competition and it is given in the following cases:

- 5.4.1 When the contestants do not obey the orders of the Referee.
- 5.4.2 When they commit an act which harms the prestige and honour of Karate-do, or when other actions are considered to violate the rules and spirit of Karate.
- 5.4.3 When they make obscene or offensive gestures.
- 5.4.4 When the Referee believes that a contestant has acted maliciously, without thinking of the well-being of the other contestant.
- 5.4.5 **The announcement:** The Referee will announce "Aka/Shiro – SHIKAKKU."



5.4.6 The gesture for Shikakku: Fig 13

5.4.7 Before Shikakku can be imposed, the Referee must consult the Tatami Chief Referee and then the Referee Commission.

5.4.8 The contestant who receives Shikakku will lose all the positions he / she won before in that round / category.

Art. 6 INJURIES AND ACCIDENTS [<back to top>](#)

In the case of an injury of a contestant, the Referee shall at once halt the match, assist the injured contestant and, at the same time, call the Competition Doctor.

6.1 DOCTOR'S DECISIONS

6.1.1 Only the Competition Doctor can make decisions concerning all matters about injuries, accidents or the physical condition of the contestants.

6.1.2 A contestant who wins a match through disqualification of their opponent for causing them an injury cannot fight again in the competition without the Competition Doctor's Permission.

6.1.3 When a contestant wins through a disqualification of their opponent for causing them an injury, the Chief referee will send a judge with the injured winner to the Competition Doctor. The Competition Doctor must complete the "Injury sheet" (Fig.15). The completed "Injury sheet" will be given to the Jury Table and it will be attached to the round list. It is the Jury Table's responsibility to monitor the contestant's progress to the next round and to show the Injury Sheet to the Referee. Depending on the instructions in the Injury Sheet the Referee will decide if the contestant can or cannot continue to compete in the competition.

Date:	Hour:	Tatami No.	Name of Chief Referee of Tatami	
Contestant's Name		Federation	Country	Nature of injury
Doctors Remarks		Recommendation	Continue	Doctor's signature/Stamp
			YES/NO	

Fig. 15

6.1.4 No point shall be awarded if the contestant injures his opponent, even if the injury is only very minor.

6.2 VICTORY or DEFEAT AFTER an INJURY or ACCIDENT

6.2.1 When a contestant, who suffers a minor injury, but not serious enough to disable them, refuses to continue with the match or requests for permission to quit the match, they shall be declared the loser by Kiken.

6.2.2 If two contestants harm each other, or if they are suffering from Injuries previously incurred and they are declared by the Competition Doctor as unable to continue, the result of the match will be:

- a. The fight is won by the contestant that has accumulated the most points.
- b. If the score is the same, then the Referee will call for HANTEI to decide the winner.
- c. In Team competition the Referee will announce a Tie (HIKIWAKE).

- 6.2.3. If the situation is in a decisive ENCHO-SEN in Team Competition, then the Referee will call HANTEI to establish the final result.
- 6.2.4 In the case of an injury or injuries sustained during a Kumite Match, for reasons not ascribable to either contestant, disable a contestant or in a case where both contestants are injured at the same time for reasons for which both are responsible, the final result will be decided by:
- a)** The contestant who quits the Match shall be declared the loser by Kiken.
 - b)** In a case where both contestants quit and the reasons causing the injuries are not ascribable to either of the contestants, then HANTEI will decide the final result.
- 6.2.5 In a case where a contestant is deemed unable to continue the match owing to an injury or any other physical reasons, on the basis of the advice by the Competition Doctor, the Referee shall end the match and suspend the injured contestant from the match and will attribute the victory as follow:
- a)** If the injury is ascribable to his opponent, he shall be declared the winner.
 - b)** If the injury is not ascribable to his opponent, he shall be declared the loser.

A. KUMITE SANBON [<back to top>](#)

Chapter 4: INDIVIDUAL SANBON KUMITE

The Individual Match is decided by "Shobu Sanbon". The contestants try to score three points (6 WAZA-ARI, 3 IPPON, or score a combination of both before their opponent, within the time limit.
In Kumite Sanbon, the Mirror system will be used to adjudicate each match.

ART. 1: CATEGORIES ALLOWED [<back to top>](#)

KUMITE INDIVIDUAL SHOBU SANBON			
KUMITE MALE		KUMITE FEMALE	
ALL BELTS			
	Category	Age	
	Cadets A	15, 16 and 17 years	- 60 kg
	Cadets B	15, 16 and 17 years	- 65 kg
	Cadets C	15, 16 and 17 years	- 70 kg
	Cadets D	15, 16 and 17 years	- 75 kgs
	Cadets E	15, 16 and 17 years	up 75 kgs
ALL BELTS			
Nº	Category	Age	
	Juniors A	18 to 20 years	- 60 kg
	Juniors B	18 to 20 years	- 65 kg
	Juniors C	18 to 20 years	- 70 kg
	Juniors D	18 to 20 years	- 75 kg
	Juniors E	18 to 20 years	- 80 kgs
	Juniors F	18 to 20 years	up 80 kgs
ALL BELTS			
Nº	Category	Age	
	Cadets A	15, 16 and 17 Years	- 50 kg
	Cadets B	15, 16 and 17 years	- 55 kg
	Cadets C	15, 16 and 17 years	up 55 kgs
ALL BELTS			
Nº	Category	Age	
	Juniors A	18 to 20 years	- 55 kg
	Juniors B	18 to 20 years	- 60 kg
	Juniors C	18 to 20 years	up 60 kg

KUMITE MALE				KUMITE FEMALE			
ALL BELTS				ALL BELTS			
	Seniors A	18 to 35 years	- 60kg		Seniors A	18 to 35 years	- 55 kg
	Seniors B	18 to 35 years	- 65 kg		Seniors B	18 to 35 years	- 60 kg
	Seniors C	18 to 35 years	- 70 kg		Seniors C	18 to 35 years	up 60 kg
	Seniors D	18 to 35 years	- 75 kgs				
	Seniors E	18 to 35 years	- 80 kgs				
	Seniors F	18 to 35 years	up 80 kgs				
ALL BELTS				ALL BELTS			
	Veterans A	36 to 40 years	open		Veterans A	36 to 40 years	open
	Veterans B	41 to 45 years	open		Veterans B	41 years up	open
	Veterans C	46 to 50 years	open				
	Veterans D	51 years up	open				

ART. 2: DURATION OF AN INDIVIDUAL KUMITE SANBON MATCH [<back to top>](#)

- 2.1 Seniors / Veterans Male match: 3 min. (effective time)
- 2.2 Seniors / Veterans Female match: 2 min. (effective time)
- 2.3 Children / Cadets / Juniors (male / female) match: 2 min. (effective time)
- 2.4 At every command of "Yame", the Jury table must stop the clock and at every command of "Tsuzukete hajime" they will restart the clock.
- 2.5 Before the Tournament the WUKF-DC can modify the duration of the Matches.

ART. 3: TIE and EXTENSION [<back to top>](#)

3.1 THE TIE

- 3.1.1 In the event of a tie (equal score) after time-up, in an individual Match, HANTEI will be called.
- 3.1.2 The decision could be NO KACHI for Aka or Shiro (based on the criteria used in Hantei), or it could be "HIKIWAKE". In Individual Sanbon Kumite, if Hikiwake is given, an Encho-Sen (extension) will follow.

3.2 THE EXTENSION (Encho-Sen)

- 3.2.1 The Referee command for starting the extension will be "Encho-Sen - Shobu Hajime".
- 3.2.2 The time of Encho-Sen will be 1 minute.
- 3.2.3 This extension will be decided by the first to score (sudden death).
- 3.2.4 All awards or penalties are carried into the extension.
- 3.2.5 If after Encho-Sen there is still no score, a decision (Hantei) must be taken, based on the extension.
- 3.2.6 After Encho-Sen, in Hantei, the sign of HIKIWAKE cannot be given. All the Judges (Mirror Judge and Kansa) and the Referee have to vote AKA or SHIRO.

Chapter 5: TEAM SANBON KUMITE [<back to top>](#)

Each individual match is decided according to the "Sanbon Kumite Rules" for individual kumite match.

Art . 1 CATEGORIES ALLOWED [<back to top>](#)

KUMITE TEAM SHOBU SANBON								
KUMITE MALE					KUMITE FEMALE			
	Cadets	15 to 17 years	Open			Cadets	15 to 17 years	open
	Juniors	18 to 20 years	Open			Juniors	18 to 20 years	open
	Seniors	18 to 35 years	Open			Seniors	18 to 35 years	open

ART. 2: TEAM SANBON MATCH [<back to top>](#)

- 2.1 Before each Team Match, a team representative must hand to the Jury Table an official list giving the names and the fighting order of the team members.
- 2.1.1 The fighting order can be changed for each round, but once notified, it cannot then be amended.
- 2.1.2 The use of a reserve constitutes a change in fighting order.
- 2.1.3 If the fighting order is changed, without notifying the Jury Table before the start of the match, the team will be disqualified.
- 2.2 Matches between individual members of each team shall be held in a predetermined order.

ART. 3: THE SANBON TEAM MEMBERS [<back to top>](#)

- 3.1 The team will be composed of 3 athletes and 1 reserve.
- 3.1.1 Each team may have only one reserve, who may be substituted for an injured athlete or if the coach requires. However, this substitution may only be made in the next round.
- 3.2 At the beginning of the round, only the team (3 members), without the reserve, will line up in the match area.
- 3.2.1 A team that does not have 3 athletes at the start of the 1st round of the competition will not be allowed to compete and will be declared Kiken.
- 3.3 If, during the round, one member of the team is injured and the Competition Doctor says he/she is unable to continue in the competition, the team will be allowed to compete with only 2 contestants.

ART. 4: CRITERIA FOR DECIDING THE WINNING TEAM [<back to top>](#)

- 4.1 The winner of a team match shall be decided on the basis of the individual matches.
- 4.2 The criteria for deciding the winner of a Team Match are the following (in order of descending importance):
 - a) Numbers of wins.
 - b) The total score each team has (Ippon and Waza-ari are added together).
 - c) The number of Ippon each has (the winning team is the one who scored more Ippon).
 - d) Extra Match.
- 4.3 Victories through a foul, disqualification or retirement of the opponent shall be counted, in team matches, as 3 Ippon.

ART. 5: TIE AND EXTRA MATCH: [<back to top>](#)

- 5.1 If there is a Tie in a bout in a Team Match, Hantei will be called. The decision could be NO KACHI for Aka or Shiro, or it could be HIKIWAKE. Encho-Sen will not be held except as described in 5.3 below.
- 5.2 When, after considering 4.2/a/b/c above, there is a tie between teams an extra match will be conducted between one representative from each contending team.
- 5.3 If this extra match results in a TIE, an extension (Encho-Sen) will take place. The extension (Encho-Sen) will be decided by the first to score (sudden death). If, at time-up at the end of Encho-Sen there is still no score, a decision (Hantei) must be taken by the Judges panel. The Referee, Mirror Judge and Kansa cannot give Hikiwake but must decide to vote for either Aka or Shiro.

Chapter 6: ROTATION TEAM SANBON KUMITE [<back to top>](#)

In principle, the rules are the same as for **SHOBU SANBON INDIVIDUAL** and the mirror system will be used to adjudicate each match.

ART. 1 CATEGORIES ALLOWED [<back to top>](#)

1.1 Only contestants who are aged 15 years and older will be able to compete in Team Rotation Kumite. The rules are the same as for SHOBU SANBON INDIVIDUAL, but with some differences.

KUMITE TEAM ROTATION SHOBU SANBON							
KUMITE MALE				KUMITE FEMALE			
ALL BELTS				ALL BELTS			
	Cadets	15 to 17 years	Open		Cadets	15 to 17 years	open
	Juniors	18 to 20 years	Open		Juniors	18 to 20 years	open
	Seniors	18 to 35 years	Open		Seniors	18 to 35 years	open
	Veterans	Over 36 years	Open		Veterans	Over 36 years	Open

ART. 2: DURATION [<back to top>](#)

2.1 The duration of each Kumite Team Rotation match will be 6 minutes running time.

2.2 The clock will stop only when the Referee requests "Time".

ART. 3: THE ROTATION TEAM MEMBERS [<back to top>](#)

3.1 The team spirit imposes that every contestant must fight at least once and for at least 15 seconds during the prescribed time (6 minutes).

3.2 If at the end of the match (after 6 minutes), one of the contestants has not fought, the team involved will be disqualified (Hansoku).

3.3 Each team may have only one reserve, who may be substituted for an injured athlete or if the coach requires. However, this substitution may only be made in the next round.

ART.4: CRITERIA FOR DECIDING THE WINNING TEAM [<back to top>](#)

4.1 There will be no limit to the number of points that may be scored.

4.2 Each team may score as many points as its athletes are capable of, during the 6 minutes.

4.3 The winner will be the team who scored more points (total score) than the opponent team, during the 6 minutes of time.

4.4 However, if one of the teams reaches an advantage of "6 points" (3 Ippon, or 6 waza-ari, or a combination of Ippon and Waza-ari), it will be declared the winner.

ART. 5: TIE IN ROTATION TEAM [<back to top>](#)

5.1 If, after 6 minutes, there is a tie, the team who has the most Ippon will be declared the winner.

5.2 If the tie persists, there will be 2 minutes extension of time (Encho-Sen) and the team who scores the first point will be declared the winner. Each coach will choose 1 athlete from their team to initiate the extension. This athlete may be substituted after the extension has begun.

- 5.3 The penalties imposed in the normal time will be carried into the extension.
- 5.4 If, after the Encho-Sen, a tie still persists, the Referee will call for “HANTEI” and the Referee, the Mirror Judge and the Kansa must vote for either Aka or for Shiro. This will decide the winning team.

ART. 6: SUBSTITUTIONS IN ROTATION TEAM [<back to top>](#)

- 6.1 During the 6 minutes of the match, the coaches may make as many substitutions between the 3 athletes, who compose the team, as they desires at any time. An athlete who has already been replaced may come back to fight again in the same round and whenever requested during the match.
- 6.2 The athlete who is to be substituted must be ready and have all the required equipment and protectors when the referee calls him onto the Tatami.

SUBSTITUTION PROCEDURE

- 6.3 The coaches will have to sit down in identified chairs placed on either side of the Arbitrator (**KANSA**).
- 6.4 Whilst one member of the team is on the Tatami, the other 2 members of the team will always have to be equipped and ready to be called onto the Tatami.
- 6.5 When the Coach intends to make a substitution he must request “**CHANGE**” from the Kansa.
- 6.6 The Kansa must validate the request and ensure that there is at least 15 seconds between changes.
- 6.7 The, Kansa by the use of a whistle and the command “Change”, will indicate to the Referee that he will have to stop the match to allow a substitution.
- 6.8 When the Referee decides when to stop the match and allow the substitution, the substitution will have to be made in a maximum of **3 seconds**. If the change exceeds this 3 sec, the Referee will restart the match, refusing the substitution. Also he could penalize the team involved for time wasting.
- 6.9 When a substitution occurs, the opponent will have to fight for at least another **15 seconds** before she/he may also be substituted.
- 6.10 Both contestants cannot be substituted at the same time. The arbitrator (Kansa) must be very attentive as to which team was first to request a change.

ART. 7: PENALTIES IN ROTATION TEAM [<back to top>](#)

- 7.1 All the penalties incurred by the athletes in a team will be carried forward and added to any incurred by the substitute in the same round.
- 7.2 **Example:** If an athlete is penalized with CHUI for excessive contact, the athlete who comes onto the Tatami as the substitute will automatically have the CHUI penalty of the previous athlete and any penalties s/he incurs will be added to this. This will continue through all the substitutions in that match.
- 7.3 In a team match, if an athlete is penalized with HANSOKU (the whole team will be disqualified).
- 7.4 In a team match, if an athlete is penalized with SHIKKAKU, the whole team will be eliminated for the entire tournament. Before applying the SHIKKAKU penalty the Referee will have to consult the Chief Referee and the Referee Commission.

B. KUMITE NIHON [<back to top>](#)

Two points Match: the contestants try to score two Ippon (4 Waza-ari) before their opponent within the time limit. Contestants are aged 6 to 14 Years on the day of the competition.

ART. 1 CATEGORIES ALLOWED

KUMITE MALE			
BELTS: WHITE TO ORANGE (9-7 kyu)			
	Category	Age	
	Children A	6, 7 and 8 years	
	Children B	9 and 10 years	
	Children C	11 and 12 years	
	Children D	13 and 14 years	
BELTS: GREEN TO BLACK (6 kyu-1 Dan)			
	Category	Age	
	Children A	6, 7 and 8 years	
BELTS: GREEN TO BLUE (6-4 kyu)			
	Category	Age	
	Children B	9 and 10 years	
	Children C	11 and 12 years	
	Children D	13 and 14 years	
BELTS: BROWN TO BLACK (3 kyu -1 Dan)			
	Category	Age	
	Children B	9 and 10 years	
	Children C	11 and 12 years	
	Children D	13 and 14 years	

KUMITE FEMALE			
BELTS: WHITE TO ORANGE (9-7 kyu)			
	Category	Age	
	Children A	6, 7 and 8 years	
	Children B	9 and 10 years	
	Children C	11 and 12 years	
	Children D	13 and 14 years	
BELTS: GREEN TO BLACK (6 kyu-1 Dan)			
	Category	Age	
	Children A	6, 7 and 8 years	
BELTS: GREEN TO BLUE (6-4 kyu)			
	Category	Age	
	Children B	9 and 10 years	
	Children C	11 and 12 years	
	Children D	13 and 14 years	
BELTS: BROWN TO BLACK (3 kyu -1 Dan)			
	Category	Age	
	Children B	9 and 10 years	
	Children C	11 and 12 years	
	Children D	13 and 14 years	

ART. 2: DURATION [<back to top>](#)

2.1 Duration of match: 2 minutes (effective time)

In principle, Kumite Nihon for children has the same rules as Kumite Sanbon except:

Art.3 PROTECTIONS [<back to top>](#)

3.1 Compulsory protections: Helmet; Chest Protector; Mitts;

3.2 Allowed protections: Gum shield, Shin protector, and Groin protector

ART. 4: FORBIDDEN CONTACT AND TECHNIQUES: [<back to top>](#)

4.1 Excessive contact to the Face or Helmet.

4.1.1 "Light" touches by the hand or foot to the helmet are allowed. However, the techniques must not push (move back) the head of the opponent. If this happens then a penalty must be given.

4.2 Excessive contact (impact) to the Chest.

4.2.1 If there is a body contact and then an obvious marking, the referee has to immediately punish the offender.

4.3 Nage techniques (Ashi Barai etc.)

4.4 Grabbing, grappling or dangerous throws are not allowed.

C. KUMITE IPPON

IPPON KUMITE is a one point match. To win, the participant must score one point - by Ippon or 2 Waza-ari, before their opponent, within the time limit.

Chapter 7: INDIVIDUAL IPPON KUMITE [<back to top>](#)

The Individual Match is decided by "**Shobu Ippon**". This is a one point Match, (except in the final or championship round where it should be **3 Ippon**), where the contestants try to score one point before their opponent within the time limit.

Art.1 CATEGORIES ALLOWED

KUMITE INDIVIDUAL SHOBU IPPON								
KUMITE MALE					KUMITE FEMALE			
ALL BELTS					ALL BELTS			
N°	Category	Age		N°	Category	Age		
	Cadets	15 to 17 years	open		Cadets	15 to 17 years	open	
	Juniors	18 to 20 years	open		Juniors	18 to 20 years	open	
ALL BELTS					ALL BELTS			
	Seniors A	18 to 35 years	- 70 kg		Seniors	18 to 35 years	open	
	Seniors B	18 to 35 years	up 70 kg					
	Veterans A	36 to 40 years	open		Veterans A	36 to 40 years	open	
	Veterans B	41 years up	open		Veterans B	41 years up	open	

ART. 2: DURATION OF A MATCH [<back to top>](#)

- 2.1 The duration of a match shall be 2 minutes "running time". The clock will stop only when the Referee requests "Time".
- 2.2 In the final or championship round the duration of the match shall be 3 minutes. Before the Tournament the WUKF-DC can modify the duration of the matches.

ART. 3: THE ADJUDICATION SYSTEM [<back to top>](#)

- 3.1 In general, in Shobu Ippon Kumite, the "Flag System" will be used.
- 3.2 In this "Flag System" there will be the Central Referee and 4 Corner Judges who will adjudicate the match. The 4 Corner Judges will signal their opinions to the Central referee with flags (see Chapter 2 / Art. 4).

ART.4: EXTENSIONS [<back to top>](#)

- 4.1 In the event of a draw in an individual Match there will be another full Match (Sai Shiai).
- 4.2 All awards or penalties are not carried into the Sai Shiai, as it must be considered as a new Match.
- 4.3 In the event of another draw at the end of the Sai Shiai, the Referee will announce Encho-Sen, where the first contestant to score a point will be declared the winner.
- 4.5 If at the end of two minutes no winner has been declared, the Judges must take a decision on who is the winner, based on the Encho-Sen only.

ART. 5: PROHIBITED ACTS AND TECHNIQUES [<back to top>](#)

The following acts and techniques are prohibited:

- a. Uncontrolled attacks.
- b. Techniques which make excessive contact, having regard to the scoring area attacked.
- c. Attacks to the upper and lower limbs.
- d. Open hand techniques to the face.
- e. Attacks to the groin.
- f. Attacks to the hip joint, the knee joints, the insteps and the shins.
- g. Grabbing (unless immediately followed up by a technique), clinching or unnecessary bodily contact against the opponent.
- h. Dangerous throws.
- i. Time-wasting.
- j. Any unsporting behaviour such as verbal abuse, obscene or offensive gestures, provocation or needless utterances.
- k. Any behaviour likely to bring Karate into disrepute (this includes Coaches, Manager and anybody connected with the contestant).
- l. Lack of regard for the contestant's own safety (Mubobi).
- m. Any disrespectful and unnecessary actions are strictly forbidden.
- n. Exaggerated actions and reactions (i.e. faking injury) are forbidden and will be penalized.

ART. 6: PENALTIES AND DISQUALIFICATION [<back to top>](#)

- 6.1. When a contestant is about to, or has already committed a prohibited act, the Referee shall issue a warning or announce a penalty.
- 6.2. When a contestant avoids combat, the Referee shall issue a warning or announce a penalty.
- 6.3. In the case of a contestant displaying a lack of regard for their own safety, the Referee shall issue a warning or announce a penalty.
- 6.4. In the case of a contestant, after having been warned for similar acts or any acts infringing upon the rules, the Referee may announce their defeat on account of penalties already incurred.
- 6.5. When a contestant commits an act falling under any of the following cases, the Referee shall announce the defeat of the offending contestant:
 - 6.5.1 Failing to obey the orders of the Referee.
 - 6.5.2. If a contestant becomes overexcited, to such an extent that they are considered by the Referee to be a danger to themselves or their opponent.
 - 6.5.3. If the act or the acts of a contestant are considered as malicious or wilfully violating the rules prohibiting them.
 - 6.5.4. Other acts which are deemed in violation the Rules of the match.
- 6.6. Warnings and penalties are the following:
 - a. Private Warning: without a penalty.
 - b. Official warning: Chui.
 - c. Disqualification: Hansoku.
- 6.7. If a contestant continually escapes out of the Match area:

- a. After the first escape, the contestant must be given a private warning (Jogai).
 - b. After the second escape, the contestant must be given an official warning (Jogai Chui).
 - c. After the third escape, the contestant will be disqualified (Jogai Hansoku).
- 6.8. Any unruly behaviour from people connected with the contestant, such as the Coach, Manager, Supporters, etc. may result in the disqualification of the contestant and/or team.
- 6.9. There will be no accumulation of punishment between:
- a. Atenai, Chui, Hansoku.
 - b. Jogai, Jogai Chui, Jogai Hansoku.
 - c. Mubobi, Mubobi Chui, Mubobi Hansoku.
- 6.10. Penalties must be accompanied by an increase in the severity of the penalty imposed (Atenai, Chui, Hansoku).
- 6.11. No point shall be awarded if the contestant injures his opponent, in the performance of the technique, to the extent that he/she could have received a warning.

Chapter 8: TEAM IPPON KUMITE [<back to top>](#)

Art. 1 CATEGEGORIES ALLOWED

KUMITE TEAM SHOBU IPPON							
KUMITE MALE				KUMITE FEMALE			
ALL BELTS				ALL BELTS			
	Cadets	15 to 17 years	open		Cadets	15 to 17 years	open
	Juniors	18 to 20 years	open		Juniors	18 to 20 years	open
	Seniors	18 to 35 years	open		Seniors	18 to 35 years	open

Art. 2 THE IPPON TEAM MEMBERS [<back to top>](#)

- 2.1 The number of persons making up an Ippon team (male and female) shall be 3 + 1 reserve.
- 2.2 A team will be allowed to participate only when the team has a minimum of two contestants.
- 2.3 Before each team match, a team representative must hand in to the Table Jury an official list identifying the names and fighting order of the team members. The fighting order can be changed for each round but once notified, it cannot then be changed. The use of a reserve will be considered as a change in the fighting order.
- 2.4 Matches between individual members of each team shall be held in a predetermined order.

ART. 3: CRITERIA FOR DECIDING THE WINNING IPPON TEAM [<back to top>](#)

- 3.1 The winner of a team match shall be decided on the basis of the individual matches.
- 3.2 The criteria for deciding the winner of a team match is based on the number of individual wins each team has at the end of a match.
- 3.3 Team matches are decided based on the following criteria (in order of descending importance):
- a) Numbers of wins.
 - b) Numbers of Ippon.
 - c) Numbers of Waza-ari (only Waza-ari scored by the winners if individual Matches are counted).
 - d) Extra Match

- 3.4 When a team ties with its opposing team under the methods of decision as indicated in 3.3a/b/c above, the decision shall be made on the basis of the result of an extra match conducted between one representative from each of the contending teams. If this extra Match is a draw, another Match (Sai Shiai) will take place. If there is still no score, a decision (Hantei) must be taken by the Judges panel.
- 3.5 Victories through a foul, disqualification or voluntary withdrawal of the opponent shall be counted as 1 Ippon.

Chapter 9 ROTATION TEAM IPPON KUMITE [<back to top>](#)

ART. 1 CATEGORIES ALLOWED

- 1.1 Rotation Team Ippon Kumite categories will only be for Cadets (15-17 Years), Juniors, Seniors and Veterans.

KUMITE TEAM SHOBU IPPON – ROTATION							
KUMITE MALE				KUMITE FEMALE			
ALL BELTS				ALL BELTS			
	Cadets	15 to 17 years	open		Cadets	15 to 17 years	open
	Juniors	18 to 20 years	open		Juniors	18 to 20 years	open
	Seniors	18 to 35 years	open		Seniors	18 to 35 years	open

ART. 2: DURATION OF A MATCH [<back to top>](#)

- 2.1 The duration of the Rotation Team Ippon kumite match will be 3 minutes running time. The clock will stop only when the Referee requests "Time".

ART. 3: THE ROTATION TEAM IPPON MEMBERS [<back to top>](#)

- 3.1 The team will be made up of three contestants and one reserve.
- 3.2 There must be a minimum of three contestants on the team in order to compete.
- 3.3 The team spirit imposes that every contestant must fight at least once and for at least 15 seconds during the prescribed time (3 minutes).
- 3.4 Each team may have one contestant in reserve that can be used in case of an injury - but only in the following round.
- 3.5 When a new contestant enters the Tatami, both contestants must compete for a minimum of 15 seconds before another change can occur.
- 3.6 If at the end of the match (after 3 minutes), one of the contestants has not fought, the team involved will be disqualified (Hansoku).

ART.4: POINTS IN ROTATION TEAM [<back to top>](#)

Quality points:

- 4.1 An Ippon is worth or equal to 3 quality points.

- 4.2 Waza-ari is worth or equal to 1 quality point.
- 4.3 Two waza-ari is worth or equal to 2 quality points (NOT 1 Ippon).
- 4.4 Disqualification is the same as Ippon or 3 quality points.

ART. 5: CRITERIA FOR DECIDING THE WINNING TEAM [<back to top>](#)

- 5.1. If after the required time limit there is **no clear winner**, the referee will call SOREMADE and step back outside of the fighting area. He will then call for HANTEI. According to the decision of the corner judges the Referee will announce the outcome of the match.

The decision shall be based on the following:

- Number of Ippon scored;
- Number of Waza-ari scored;
- If there has been any penalty for contact;
- If there has been any penalty for Jogai;
- Showing of fighting spirit;
- Number of offensive moves.

ART. 6: SUBSTITUTIONS IN ROTATION TEAM [<back to top>](#)

- 6.1 The coach can substitute an athlete at any time but the athlete must be ready to enter the fighting area (Tatami) as soon as the Referee allows it.

PART 4: KATA RULES [<back to top>](#)

ART. 1: GENERAL MATTERS

- 1.1 A new Kata Category for “Other Styles” has been introduced. It is called “Rengokai” category. All the styles that do not have at least 4 contestants (from a minimum of 2 different nations) will compete in this category.
- 1.2 A “Point System” will be used in the Individual Kata Match and in the Team Kata Match and the winner will be the one with the highest total score. The WUKF-DC may change from “point System” to a “Flag System”.
- 1.3 The number of persons comprising a team shall be 3 + 1 reserve.
- 1.4 There will be kata team categories only for CADETS, JUNIORS and SENIORS

ART. 2: JUDGEMENT OF A MATCH [<back to top>](#)

- 2.1 The Panel of Judges (1 Central Referee and 4 or 6 Corner Judges) will adjudicate each kata match.
- 2.2 All matches shall be conducted exclusively upon the instructions of the Central Referee.
- 2.3 The Central Referee and each corner judge must have a scoreboard and two flags (a red and a white flag).
- 2.4 In the “Flag System”, when the Central Referee calls for Hantei, victory will be decided by the majority, based on the **Table for judgment** (page.14, Fig.8).

ART. 3: STARTING THE KATA PERFORMANCE [<back to top>](#)

- 3.1 Before each round, the contestants must give the name of Kata that they will perform to the Jury Table, in order for it to be recorded on the official sheet.
- 3.2 Contestants may not repeat the same Kata performed in the previous rounds.
- 3.3 When called upon by the Announcer, the contestant(s) will immediately proceed inside the match area, bow to the Central Referee, and they will clearly announce the name of the Kata that they will perform to the Judges. For Team Kata, the Lead Contestant of the team, who is nearest the Central Referee, will announce the name of the kata.
- 3.4 The Central Referee will clearly repeat the name of the Kata.
- 3.5 After that, the competitor(s) will commence their performance, and upon completion, will return to their original position(s) and await the Judge's decision.
- 3.6 All the Kata Team members must adopt the "Triangle" formation (the Lead Contestant in line with the Central Referee).

ART. 4: ENDING THE KATA PERFORMANCE [<back to top>](#)

- 4.1 Upon completion of the Kata, the Central Referee shall call Hantei for the Corner Judge's decisions. Immediately and simultaneously the Central Referee and the Corner Judges will raise their Score Boards with their decisions. The Caller-Announcer shall call out the Central Referee's score and each Corner Judge's scores clearly to the Recorder.
- 4.2 The Recorder shall record the announced scores on the proper form, and calculate the final score as follows: out of five (seven) scores received, the highest and lowest shall be deleted and the remaining three (five) scores shall be totalled.
- 4.3 The Caller-Announcer shall clearly announce the total score.
- 4.4 After the announcement of the total score, the contestant(s) will bow to the Central Referee and leave the match area.

ART. 5: ROUNDS [<back to top>](#)

The kata competition will be organized over three rounds: Round 1, Round 2 and Round 3 (the Final) for Individual and Teams.

- 5.1 **First Round** (Score: 5.0 - 7.0), with the **12 highest scoring** contestants going through to the next round.
 - 5.1.1 If there are less than 12 entries in the first round, then that round can be omitted. Therefore the event will become a two round event.
- 5.2 **Second Round** (Score: 6.0 - 8.0): the **6 highest scores** will go through to the Final.
 - 5.2.1 The order list of competitors in the second round will be in the same order as in the list for the first round.
- 5.3 **Third Round** (Final) (Score: 7.0 - 9.0): The Kata in the Final must be different from the Kata performed in the 1st and 2nd Round.
- 5.4 An electronic list will establish the order in which each contestant will compete in the Final Round.

ART. 6: TIE [<back to top>](#)

- 6.1 In the event of a tie in the 1st or the 2nd round, to define the list of contestants for the next round, the minimum score from the remaining 3 scores (after the minimum and maximum scores were deleted) will be added to the total scores for that round. The deleted scores will not be taken into account for no other classification.

- 6.2 If, after this the tie persists, the maximum score from the remaining 3 scores is then added to the total scores for that round.
- 6.3 In the case of a continuing tie, the contestants must perform an additional and different Kata from this round.
- 6.4 If there is still no winner, a decision (Hantei) must be taken by the Panel of Judges based on the last Kata performed. The Central Referee and all the Judges will use flags to determine the winner.
- 6.5 Only the original score received in Round 2 will be used to determine the winner of the competition.
- 6.6 The deleted scores will not be used to determine results in any of the rounds. Only the three (five) remaining scores will be used to determine results.

ART. 7: THE FINAL RESULT [<back to top>](#)

- 7.1 Only the remaining scores from the 2nd and 3rd rounds will be added together for the final result.
- 7.2 In the event of a tie, the contestants must perform an additional and different Kata which they have not performed in previous rounds.
- 7.3 If, after this, the tie persists the minimum score from the remaining 3 scores will be added to the total.
- 7.4 In the case of a continuing tie, the maximum score from the remaining 3 scores will be added to the total.
- 7.5 If there is still no winner, a decision (Hantei) must be taken by the Panel of Judges (based on the last Kata performed). The Central Referee and the Judges will use flags to determine the winner.

Chapter 10: CHILDREN KATA COMPETITION [<back to top>](#)

ART.1: CATEGORIES ALLOWED

- 1.1 In the Children's category there will be no Team Kata competition.
- 1.2 Contestants in children's' categories are encouraged to study the basic Kata first and then gradually study the higher Kata.

KATA MALE		
BELTS: WHITE TO ORANGE (9-7 kyu)		
Nº	Category	Age
	Children A	6, 7 and 8 years
	Children B	9 and 10 years
	Children C	11 and 12 years
	Children D	13 and 14 years
BELTS: GREEN TO BLACK (6 kyu - 1dan)		
Nº	Category	Age
	Children A	6, 7 and 8 years
BELTS: GREEN TO BLUE (6 - 4 KYU)		
Nº	Category	Age
	Children B	9 and 10 years
	Children C	11 and 12 years
	Children D	13 and 14 years
BELTS: BROWN TO BLACK (3 kyu - 1 Dan)		
Nº	Category	Age
	Children B	9 and 10 years
	Children C	11 and 12 years
	Children D	13 and 14 years

KATA FEMALE		
BELTS: WHITE TO ORANGE (9-7 kyu)		
Nº	Category	Age
	Children A	6, 7 and 8 years
	Children B	9 and 10 years
	Children C	11 and 12 years
	Children D	13 and 14 years
BELTS: GREEN TO BLACK (6 kyu - 1 Dan)		
Nº	Category	Age
	Children A	6, 7 and 8 years
BELTS: GREEN TO BLUE (6 - 4 KYU)		
Nº	Category	Age
	Children B	9 and 10 years
	Children C	11 and 12 years
	Children D	13 and 14 years
BELTS: BROWN TO BLACK (3 kyu - 1 Dan)		
Nº	Category	Age
	Children B	9 and 10 years
	Children C	11 and 12 years
	Children D	13 and 14 years

ART. 2: CATEGORIES – ROUNDS – TYPES OF KATA ALLOWED [<back to top>](#)

Category	Belt	Round 1	Round 2	Round 3	Observations
Children A 6,7,8 years	White to Orange	SHITEI	SHITEI	SHITEI	May repeat the same Kata in all rounds
	Green to Black	SHITEI	SHITEI or SENTEI	SHITEI or SENTEI	Must not repeat the same Kata performed in the previous rounds
Children B 9-10 years	White to Orange	SHITEI	SHITEI	SHITEI	May repeat the same Kata in all rounds
	Green to Blue	SHITEI	SHITEI or SENTEI	SHITEI or SENTEI	Must not repeat the same Kata performed in the previous rounds
	Brown to Black	SHITEI	SHITEI or SENTEI	SHITEI or SENTEI or TOKUI	Must not repeat the same Kata performed in the previous rounds
SHOTOKAN : EXEPT <i>Gojushiho Dai/ Sho and Unsu.</i>					
SHITO RYU : EXEPT <i>Ciantanyara No Kushanku, Anan, Unshu, Suparimpei and Gojushiho</i>					
Children C 11-12 years	Same as in the age category 9 and 10 years				
Children D 13-14 years	Same as in the age category 9 and 10 years				

Chapter 11: CADETS and JUNIORS KATA COMPETITION

ART. 1: CATEGORIES ALLOWED [<back to top>](#)

- 1.1 A Cadet contestant **cannot** participate in Junior Team Kata.
- 1.2 However, a junior contestant can participate in both Senior Kata and in Senior Kumite.

CATEGORIES OF INDIVIDUAL KATA					
KATA MALE			KATA FEMALE		
ALL BELTS – SHOTOKAN			ALL BELTS – SHOTOKAN		
Nº	Category	Age	Nº	Category	Age
	Cadets	15, 16 and 17 years		Cadets	15, 16 and 17 years
	Juniors	18, 19 and 20 years		Juniors	18, 19 and 20 years
ALL BELTS - GOJU RYU			ALL BELTS - GOJU RYU		
Nº	Category	Age	Nº	Category	Age
	Cadets	15, 16 and 17 years		Cadets	15, 16 and 17 years
	Juniors	18, 19 and 20 years		Juniors	18, 19 and 20 years
ALL BELTS - SHORIN RYU			ALL BELTS - SHORIN RYU		
Nº	Category	Age	Nº	Category	Age
	Cadets	15, 16 and 17 years		Cadets	15, 16 and 17 years
	Juniors	18, 19 and 20 years		Juniors	18, 19 and 20 years
ALL BELTS - SHITO RYU			ALL BELTS - SHITO RYU		
Nº	Category	Age	Nº	Category	Age
	Cadets	15, 16 and 17 years		Cadets	15, 16 and 17 years
	Juniors	18, 19 and 20 years		Juniors	18, 19 and 20 years
ALL BELTS - WADO RYU			ALL BELTS - WADO RYU		
Nº	Category	Age	Nº	Category	Age
	Cadets	15, 16 and 17 years		Cadets	15, 16 and 17 years
	Juniors	18, 19 and 20 years		Juniors	18, 19 and 20 years

ALL BELTS - OTHERS STYLES		
Nº	Category	Age
	Cadets	15, 16 and 17 years
	Juniors	18, 19 and 20 years

ALL BELTS - OTHERS STYLES		
Nº	Category	Age
	Cadets	15, 16 and 17 years
	Juniors	18, 19 and 20 years

CATEGORIES OF KATA TEAM					
KATA MALE			KATA FEMALE		
CADETS			CADETS		
Nº	Category	Age	Nº	Category	Age
	SHOTOKAN	15, 16 and 17 years		SHOTOKAN	15, 16 and 17 years
	GOJU RYU	15, 16 and 17 years		GOJU RYU	15, 16 and 17 years
	SHORIN RYU	15, 16 and 17 years		SHORIN RYU	15, 16 and 17 years
	SHITO RYU	15, 16 and 17 years		SHITO RYU	15, 16 and 17 years
	WADO RYU	15, 16 and 17 years		WADO RYU	15, 16 and 17 years
	OTHERS STYLES	15, 16 and 17 years		OTHERS STYLES	15, 16 and 17 years
JUNIORS			JUNIORS		
Nº	Category	Age	Nº	Category	Age
	SHOTOKAN	18, 19 and 20 years		SHOTOKAN	18, 19 and 20 years
	GOJU RYU	18, 19 and 20 years		GOJU RYU	18, 19 and 20 years
	SHORIN RYU	18, 19 and 20 years		SHORIN RYU	18, 19 and 20 years
	SHITO RYU	18, 19 and 20 years		SHITO RYU	18, 19 and 20 years
	WADO RYU	18, 19 and 20 years		WADO RYU	18, 19 and 20 years
	OTHERS STYLES	18, 19 and 20 years		OTHERS STYLES	18, 19 and 20 years

ART. 2: ROUNDS [<back to top>](#)

For Individual Kata and Team Kata competition

2.1 Round 1: with the **12 highest scoring** contestants going through to the next round.

2.1.1 The participant(s) must perform a scheduled **Shitei or Sentei Kata**.

2.2 Round 2: from the 12 contestants, **6 will go through to the final round**.

2.2.1 The participant(s) must perform a scheduled **Shitei, Sentei or Tokui Kata**.

2.3 Round 3 (Final): The participant(s) can perform their chosen **Shitei, Sentei or Tokui Kata** (Yo sen Kata or Kessho sen Kata) from the list of WUKF Kata.

Chapter 12: SENIORS AND VETERANS KATA COMPETITION

ART. 1: CATEGORIES ALLOWED [<back to top>](#)

1.1 A **Veteran** contestant has to compete ONLY in his category. He or she cannot compete in Senior categories. **For Veterans Kata competition there will be only ALL STYLES categories.**

SENIORS CATEGORIES OF INDIVIDUAL KATA						
KATA MALE				KATA FEMALE		
ALL BELTS – SHOTOKAN				ALL BELTS - SHOTOKAN		
	Seniors	18 to 35 years			Seniors	18 to 35 years
ALL BELTS - GOJU RYU				ALL BELTS - GOJU RYU		
	Seniors	18 to 35 years			Seniors	18 to 35 years
ALL BELTS - SHORIN RYU				ALL BELTS - SHORIN RYU		
	Seniors	18 to 35 years			Seniors	18 to 35 years
ALL BELTS - SHITO RYU				ALL BELTS - SHITO RYU		
	Seniors	18 to 35 years			Seniors	18 to 35 years
ALL BELTS - WADO RYU				ALL BELTS - WADO RYU		
	Seniors	18 to 35 years			Seniors	18 to 35 years
ALL BELTS – OTHER STYLES				ALL BELTS - OTHER STYLES		
	Seniors	18 to 35 years			Seniors	18 to 35 years
VETERANS CATEGORIES OF INDIVIDUAL KATA						
VETERANS - ALL STYLES				VETERANS - ALL STYLES		
	Veterans A	36 to 40 years			Veterans A	36 to 40 years
	Veterans B	41 to 45 years			Veterans B	41 years up
	Veterans C	46 to 50 years				
	Veterans D	51 years up				

CATEGORIES OF KATA TEAM						
KATA MALE				KATA FEMALE		
SENIORS				SENIORS		
	SHOTOKAN	18 to 35 years			SHOTOKAN	18 to 35 years
	GOJU RYU	18 to 35 years			GOJU RYU	18 to 35 years
	SHORIN RYU	18 to 35 years			SHORIN RYU	18 to 35 years
	SHITO RYU	18 to 35 years			SHITO RYU	18 to 35 years
	WADO RYU	18 to 35 years			WADO RYU	18 to 35 years
	OTHERS STYLES	18 to 35 years			OTHERS STYLES	18 to 35 years
VETERANS				VETERANS		
	ALL STYLES	36 years up			ALL STYLES	36 years up

ART. 2: ROUNDS IN SENIORS AND VETERANS KATA COMPETITION [<back to top>](#)

These will be the same as in Chapter 11 / Art. 2 (Cadets and Juniors)

Chapter 13: CRITERIA FOR DECISION [<back to top>](#)

In a Kata Match, each performance will not be deemed simply good or bad, but will be judged according to the essential elements in two different criteria:

ART. 1: BASIC PERFORMANCE [<back to top>](#)

The following basic points must appear in each performance of a Kata:

- 1.1. Kata sequence.
- 1.2. Control of power.
- 1.3. Control of tension and contraction.
- 1.4. Control of speed and rhythm.
- 1.5. Direction of movements.
- 1.6. Understanding Kata technique
- 1.7. Show proper understanding of the Kata Bunkai.
- 1.8. Coordination.
- 1.9. Stability and balance.
- 1.10. Pauses.
- 1.11. Kiai.
- 1.12. Breathing.
- 1.13. Concentration.
- 1.14. Spirit.

ART. 2: ADVANCED PERFORMANCE [<back to top>](#)

Judges will note the specific important points and the degree of difficulty of the performed Kata. Judgment will be based on:

- a) The mastery of techniques by the contestant.
- b) The degree of difficulty and risk in the performance of the Kata.
- c) The Budo attitude of the contestant.

ART. 3: MINUS POINTS [<back to top>](#)

Points will be deducted in these cases:

- 3.1 For a momentary hesitation in the smooth performance of the Kata quickly remedied, **0.1** should be deducted from the final score.
- 3.2 For a momentary but a discernible pause, **0.2** points should be deducted.
- 3.3 For a momentary slight imbalance, and quickly remedied, **0.1 - 0.2** points should be deducted.
- 3.4 For a lack of kiai, 0.1 point should be deducted.

ART. 4: DISQUALIFICATION [<back to top>](#)

- 4.1 If the contestant performs the wrong Kata.
- 4.2 If the Kata is varied (a technique, a movement, etc.).
- 4.3 If the contestant stops the Kata for more than 5 sec.
- 4.4 If the contestant loses balance completely and/or falls.
- 4.5 If the contestant doesn't perform a Kata of its style.
- 4.6 For disqualification, the score will be 0.0.

KATA LIST - WUKF COMPETITION				
GOJU RYU	SHITO RYU	SHOTOKAN	WADO RYU	SHORIN RYU
SHITEI	SHITEI	SHITEI	SHITEI	SHITEI
Gekisai Dai Ichi	Pinan 1, 2, 3, 4, 5	Heian Shodan	Pinan-Shodan	Naihanchi-Shodan
Gekisai Dai Ni	Naihanchi Shodan	Heian Nidan	Pinan-Nidan	Naihanchi-Nidan
Saifa	Saifa	Heian Sandan	Pinan-Sandan	Naihanchi-Sandan
	Aoyagi	Heian Yondan	Pinan-Yondan	Fukyu-Kata Dai-Ichi
	Miojio	Heian Godan	Pinan-Godan	Fukyu-Kata Dai-Ni
		Tekki Shodan		Pinan-Shodan
				Pinan-Nidan
				Pinan-Sandan
				Pinan-Yondan
				Pinan-Godan
SENTEI	SENTEI	SENTEI	SENTEI	SENTEI
Seisan	Matsumura no Rohai	Bassai Dai	Kushanku	Itosu-No-Passai (Passai-Sho)
Seipai	Jiuroku	Empi	Niseishi	Kussanku-sho
Seiunchin	Bassai Dai	Kanku Dai	Jion	Matsumura-No-Passai (Passai-Dai)
Shisochin	Kosokun Dai	Jion	Passai	Jion
	Tomari No Wanshu	Hangetsu	Jitte	
	Jiin			
	Seienchin			
	Wanshu			
TOKUI	TOKUI	TOKUI	TOKUI	TOKUI
Kururunfa	Jion	Jiin	Chinto	Kussanku-Dai
Suparimpei	Kosokun Sho	Tekki Nidan	Naihanchi	Chinto
Sanseru	Sochin Aragaki-há	Tekki Sandan	Rohai	Gojushiho
	Matsumura no Bassai	Gankaku	Wanshu	Teesho
	Tomari Bassai	Bassai Sho	Seishan	Koryu-Passai
	Niseishi	Kanku Sho	Anan	Unshu
	Sanseiru	Sochin		Ryuko
	Shisocin	Nijushiho		Chinti
	Chinto	Gojushiho Dae		Jitte
	Nipaipo	Gojushiho Sho		Soochin
	Kururunfa	Chinte		Seisan
	Seipai	Unsu		
	Seisan	Meikyo		
	Gojushiho	Wankan		
	Unshu	Jitte		
	Suparimpei			
	Anan			
	Ciantanyara no Kushanku			

KATA LIST - WUKF COMPETITION

KATA LIST - WUKF COMPETITION			
UECHI RYU	KYOKUSHINKAI	BUDOKAN	
SHITEI	SHITEI	SHITEI	
Kanshiva	Pinan-Shodan	Taikyo - Ku - Shodan	
Kanshu	Pinan-Nidan	Taikyo - Ku - Sandan	
Sechin	Pinan-Sandan	Heian – Sandan	
Seryu	Pinan-Yondan	Heian - Godan	
	Pinan-Godan	Tekki - Shodan	
SENTEI	SENTEI	SENTEI	
Sesan	Geksai Daí	Heian – Shodan	
Kanchin	Tsuki-no-Kata	Heian – Nidan	
Sanseryu	Yantsu	Tekki – Nidan	
	Tensho	Bassai - Dai	
	Sanchin-no-Kata	Kanku – Dai	
	Saifa	Empi	
		Jion	
		Hangetsu	
		Jiin	
TOKUI	TOKUI	TOKUI	
Kanshiva	Seienchin	Heian – Yondan	
Kanshu	Kanku Daí	Tekki – Sandan	
Sechin	Geksai-Sho	Bassai – Sho	
Sesan	Sushi-Ho	Kanku – Sho	
Seryu	Garyu	Jitte	
Kanchin	Seipai	Sochin	
Sanseryu		Unsu	
		Gankaku	
		Ninjushiho	
		Gojushiho – Dai	
		Gojushiho – Sho	
		Chinte	
		Wankan	
		Meikyo	